10/27/95 STR 1143   The Original Independent OnLine Magazine!

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Apple Earnings Down 48 Percent
Softbank Buys 94% of Ziff-Davis

Intel Offers Faster Pentium

Florida Lotto
_   LottoMan v1.35 Results: 10/21/95:   3 matches in 3 plays

From the Editor's Desk...

        Holloween is right around the corner.. Yet I feel like I've been
doing the trick or treat thing for some time! Seems its all tricks! This
is as far as Tape Backup Programs are concerned. You see, this business of
passing the buck and pointing fingers by the major and ONLY real TBU program
supplier is getting old real fast. One thing I cannot fathom is why the
folks that bought Central Point Software decided to "sit on CPBackup". Oh
sure, I keep hearing rumblings about a new backup program being "in the
works". That doesn't help matters now. The first incarnation of the TBU
software we were all waiting for proved to be as effective as using a roll
of toilet paper to back up with. Now, we're told a "maintenance release" is
in the works and a full re-write is to be released in the spring. I can
only wonder if that's Spring '96 or 98! In either case its far too long a
time to do without a reliable tape backup program. One can only imagine
what was drumming through the minds of those in charge of the development
and release of the latest disgrace called a Tape Backup Program.
     Comdex Fall'95 is right around the corner. In this issue, we begin
with the exhibitor listings. Once you look it over you'll soon realize why
its called the biggest computer show every year.
                                          Ralph.
Of Special Note:
                      http//www.streport.com
STReport is now ready to offer much more in the way of serving the Networks,
Online Services and Internet's vast, fast growing site list and userbase.
We now have our very own WEB/NewsGroup/FTP Site and although its in its
early stages of construction, do stop by and have a look see. Since We've
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Internet addressees, we were compelled to put together an Internet
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regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've
also received a number of opinions that the UUENCODING was a real pain to

deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list. In any case, our current Internet mailing list will continue to be used for at least the next eight weeks. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

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                         STR INDUSTRY REPORT

                   LATE BREAKING INDUSTRY-WIDE NEWS

                 Computer Products Update - CPU Report
                 Weekly Happenings in the Computer World

                   Compiled by: Dana P. Jacobson

                      General Computer News

                   Apple Earnings Down 48 Percent
      The extent of Apple Computer Inc.'s challenge for the coming fiscal
year has been laid out in black and white -- and red. The computer maker
yesterday evening reported a 48 percent drop in fourth-quarter earnings.
Apple says it earned $60 million, or 48 cents a share, for the three months
ending Sept. 29, compared with $115 million, or 95 cents a share, a year
ago.   "The company is going forward into fiscal 1996 with some definite

challenges," analyst Todd Bakar of Hambrecht & Quist in San Francisco told business writer Catalina Ortiz of the Associated Press.

As noted earlier, Apple warned financial results would be "significantly below" expectations, largely because of component shortages and pricing pressures. Apple CEO Michael Spindler said in a statement yesterday that the quarter's earnings results "are clearly not indicative of the financial results Apple is striving for in the future."

Ortiz notes that sales and shipments rose. Quarterly revenue was up 20 percent, to $3 billion from $2.5 billion, and Apple shipped more than 1.25 million units during the quarter, the most in two years. On this, Spindler said, "Demand for Apple products has been stronger than we've ever experienced. We have ramped unit shipments to record levels."

AP says analysts were pleased by the growth in revenue and units sales, but troubled by the drop in profit and a big drop in gross margins, to 20.7 percent from 27.2 percent a year ago. Pieter Hartsook, publisher of the Hartsook Letter in Alameda, California, told the wire service, "From a platform perspective it looks very positive. However, from a financial perspective ... I'm not a shareholder, but if I were I'd be concerned about their profitability."

Ortiz also quotes market researcher Dataquest Inc. as saying Apple Macintosh's market share has dropped from 9.4 percent in 1993 to 8.5 last year to 7.4 in the just-ended quarter. Says Bakar, "I think they've been getting some wake up calls during the quarter."

Apple Upgrading Newton

The operating system for Apple Computer Inc.'s handheld Newton personal digital assistant will be upgraded. Apple says it will ship the software in December. Reporting from Apple's Cupertino, California, headquarters, United Press International says, "The upgrade of the Newton, which faced significant problems with its handwriting recognition software when it was launched two years ago, will reflect extensive customer feedback and testing."

Apple said it has arranged to preview the new Newton 2.0 operating system and related products at the Comdex industry trade show in Las Vegas next month as well as at Apple trade events in Australia and the United Kingdom. David Nagel, senior vice president of research and development, told the wire service, "The PDA market continues to evolve, with the Newton platform at the forefront of both technology and market leadership. Apple's strategy to drive the market forward hinges on delivering compelling mobile solutions, coupled with a business focus that aims to forge strong partnerships with key market players." UPI says the Newton 2.0 will be available on Apple's MessagePad 120 beginning in December with customers to be able to upgrade their systems at that time.

Softbank Buys 94% of Ziff-Davis

Japan's Softbank Corp. has agreed to purchase a 94 percent stake in computer magazine publisher Ziff-Davis Holdings Corp. from Forstmann Little Inc. Covering a press conference this morning in Tokyo, the French Agence France-Press International News Service says Softbank officials declined to reveal the amount involved in the deal, saying the company has not finalized the terms and conditions of the transaction.

Softbank told reporters the planned takeover of Ziff-Davis will give it a better chance to become the largest information provider in the international PC sector. Ziff-Davis Holdings Corp. publishes a number of prominent computer magazines, including PC Magazine, Computer Shopper, PC Week, MacUser, and Windows Sources. The Z-D empire has combined worldwide circulation of 5.8 million and estimated 1994 revenue of $852 million.

In a report written before the announcement at the press conference, reporter Patrick M. Reilly of the Wall Street Journal speculated Softbank would pay about $2 billion to New York investment firm Forstmann Little & Co. Reports of Softbank's move, which first surfaced in the Japanese press and the U.S. newsletter Folio: First Day, "stunned publishing executives,"

Reilly comments, since Forstmann Little bought Ziff-Davis only last December for $1.4 billion.

"Softbank had been an eager rival suitor for Ziff-Davis," the Journal notes, "but lost out when Forstmann Little unexpectedly surfaced with a pre-emptive offer, and the selling Ziff family called off its auction. At the time, Softbank executives expressed regret in the Japanese press that the company wasn't able to bid for the publishing operation."

As reported, a few weeks later, Softbank successfully bid for the Ziff family's trade show and conference business, ZD Expos, offering $202 million. Softbank has since bought the Comdex computer trade show, the industry's largest. Reilly quotes "people close to the companies" as saying the Softbank-Forstmann Little talks were so closely held at the top level "that even Ziff-Davis Chairman Eric Hippeau was unaware of them up until last weekend."

AMD Buys Out NexGen for $857 Million

For about $857 million in stock, Advanced Micro Devices Inc. has agreed to buy rival semiconductor producer NexGen Inc. Observers see this as part of AMD's continuing assault on chip industry leader Intel Corp. UPI, reporting from Sunnyvale, California, says the transaction, announced late yesterday several hours after the stock market closed, is expected to be completed in the first quarter of next year.

NexGen, of Milpitas, California, was the first company to clone Intel's top-of-the-line Pentium while Advanced Micro's version has been delayed until next year. The agreement calls for NexGen shareholders to receive 0.8 of a share of Advanced Micro stock for each share of NexGen. (At Friday's prices, each NexGen share will be worth $20.90, a discount to NexGen's price of $21.25.)

"NexGen said the deal has received backing from NexGen shareholders owning 37 percent of the company, including Japanese publishing giant ASCII, Compaq Computer and Italian industrial giant Olivetti," UPI reports. "The agreement has been approved by the boards of both companies and remains subject to approval by shareholders."

Advanced Micro officials said NexGen will continue to be located in Milpitas with its top priority to bring to production a clone of Intel's latest Pentium Pro chip, designed for workstations and not yet delivered to customers. Chairman/CEO W.J. Sanders III told the wire service, "The union of NexGen with AMD catapults us into contention for leadership in the market. A leadership position in this market is important to AMD's strategy to grow faster than the semiconductor industry." He added that merging NexGen's and Advanced Micro's capabilities would enable the combined company to "close the gap" on Intel in terms of product performance.

In other developments, Advanced Micro said it will cease activity on its own project in Austin, Texas, to clone the Pentium Pro, but it did not indicate if doing so will lead to any job cuts. NexGen said its Pentium Pro will outperform Intel's, which is due to be shipped by the end of the year.

c/net Launches $1 Million Ad Campaign

Television's c/net has committed $1 million to what it is terming "the most extensive online advertising campaign in the history of the Internet." Rolling out Nov. 1, the campaign will appear on a number of the World Wide Web's popular sites, including Yahoo, Netscape, GNN, Playboy, CNN, Lycos, and Cool Site of the Day. Ads also are to appear on CompuServe and Prodigy, says c/net President Kevin Wendle in a statement from San Francisco.

"Never before in the history of the Internet has one company committed this level of resources to online advertising." He adds that since the show is intended for people interested in computers, online services, and digital technologies, "the Internet is the most logical place to reach them most efficiently."

Marketing Vice President Scott Waltz comments in the same statement, "Internet advertising is very undervalued right now, presenting an excellent opportunity for c/net to attract new customers. Where else can you reach

such a targeted demographic with guaranteed ad impressions at the relatively affordable prices available on the Internet today? Nowhere." c/net says its campaign also will be the first on the Net to use Sun Microsystem's Java applications in banner ads. "Similar to video," says the statement, "Java technology allows certain Internet browsers to recognize full-motion animation in graphics specially produced for the World Wide Web."

Mixed Signal Sent on Chip Market

September sales of computer chips reached a record high, but analysts say it is a confusing signal because strong sales caused the industry's leading indicator to drop below their expectations. The Wall Street Journal this morning notes the data was released after yesterday's general sell-off in technology stocks.

The Semiconductor Industry Association's book-to-bill ratio was 1.11, meaning for every $100 of products shipped, or billed, companies received $111 in new orders. (Analysts had hoped for a ratio of 1.13 to 1.14, the Journal notes. August's revised ratio was 1.17.)

Analyst Dan Klesken of Robertson Stephens & Co. told the paper the September ratio is the result of high billings (shipments) not lower bookings (orders), which would indicate slowing growth for the industry, adding, "The bookings were right as we expected. I thought it was a very good report." The paper reports seasonally adjusted billings in September were $4.06 billion, up 40.1 percent from $2.89 billion a year ago. The prior record was $3.93 billion in August. "Investors have pounded chip stocks in recent months because they fear slow growth," the Journal commented. "A lower book-to-bill ratio will likely compound their fears."

Intel Offers Faster Pentium

A new 120-MHz Pentium microprocessor has been unveiled by Intel Corp., which says this is the fastest processor available for notebook computers. Reporting from Santa Clara, California, the Reuter News Service quotes Intel as saying the processor contains 3.3 million transistors and is especially small, making it possible for systems to deliver the highest level of performance with very low power consumption for long battery life.

HP Unveils Minitower PCs

Rounding out its line of Vectra business PCs, Hewlett- Packard Co. has introduced the minitower HP Vectra VL Series 4 MT. Optimized for Windows 95, the Pentium-based computers are housed in a deskside minitower with six mass storage shelves and six I/O slots. The machines are available with a 90MHz, 100MHz, 120MHz, or 133MHz microprocessor. System prices start at $2,040.

Other features includes an enhanced graphics engine, extended data output RAM and burst synchronous cache. Customers can also select from a wide array of memory, storage, and multimedia capabilities. HP reports that a model configured with a 1GB hard drive and 16MB RAM offers up to 18 percent better performance than a similar Compaq Prolinea at approximately the same price. The HP Vectra VL Series 4 MT models are scheduled to arrive at retailers later this year.

Microsoft Bookshelf Flap Settled

Microsoft Corp. has called off its legal dogs, allowing the developer of a computer program of Jewish religious and cultural texts to continue using its trademarked word "bookshelf." As reported earlier, Microsoft last March threatened legal action against Irving Green, creator of a CD-ROM called The First Electronic Jewish Bookshelf, saying he infringed its trademark. (Microsoft produces a well-known CD-ROM called Bookshelf that includes an encyclopedia, thesaurus, atlas and other reference works in electronic form. It obtained a trademark on April 24, 1990, for the word "bookshelf" and one on June 16, 1992, for "bookshelf series.") Following the threatened legal action, Green, owner of Scanrom Publications in Cedarhurst, N.Y., criticized the world's largest software firm for what he characterized as needlessly

forcing him to spend tens of thousands to redo the product.)

Reporting from New York, The Associated Press now quotes Green as saying he and Microsoft "reached an amicable agreement" last month. The agreement prevented him from disclosing many details, though Green said he will not have to recall his product and can keep using "bookshelf" for a period of time. Green said he now is working on a revision to the product, which includes the Jewish Book of Knowledge, research on the Torah, books of folklore and a cookbook.

Microsoft Buys Music Software Firm

For undisclosed terms, Microsoft Corp. has acquired The Blue Ribbon SoundWorks Ltd., a privately held music software publisher based in Atlanta. The Blue Ribbon SoundWorks produces more than 40 products, including SuperJAM!, a music-authoring tool; EasyKeys, a software simulation of a music keyboard; Melody Maestro, a melody-generation technology that walks users through creation process; and AudioTracks Professional, a utility that creates musical "clip art" MIDI files that can be attached to documents as OLE objects.

"We are very excited about the union of Microsoft and The Blue Ribbon SoundWorks, as we believe both companies share a similar vision and enthusiasm for bringing consumers a richer, more enjoyable experience with multimedia products," says Charlotte Guyman, general manager of Microsoft's kids and games business unit. "The Blue Ribbon SoundWorks is a clear leader in interactive music technology, and its products are compatible with efforts under way in the consumer division and in the advanced tools group of the consumer systems division at Microsoft."

"By joining with Microsoft, we can continue to deliver excellence in interactive music technology and tools, while widely expanding the range of consumers and developers who will benefit from the technology," says Melissa Jordan Grey, president of The Blue Ribbon SoundWorks.

'Information Poverty' Feared

A new European study says "information poverty" threatens the developing world because the Internet is concentrated in the richer countries. A non-governmental organization funded largely by Scandinavian countries, the study by the Panos Institute says 70 percent of computers linked up to the network were in the United States, while fewer than 10 African countries were connected.

Reporter Mark John of the Reuter News Service quotes the study as concluding, "There is a danger of a new information elitism which excludes the majority of the world's population." In fact, the report says, poor countries already are being left behind because of the high cost of computer equipment and low literacy rates. Report author Mike Holderness told Reuters, "The technology could actually increase the gap between rich and poor," but that a modem costs around four times more in India than in the United States. Holderness also estimated that a new computer would represent around six months of the unemployment benefit paid to a jobless Briton or several years' wages for an "underemployed" Indonesian.

Noting that about 80,000 companies are thought to be using the Internet as part of their business, Holderness said these firms are as a result likely to export clerical jobs to developing countries, but only those with low labor costs, high literacy and high network access. Reuters says there are around 3.4 million "host" computers hooked up to the Internet in the United States and just over 500,000 in west Europe, but Africa had just 27,100 hosts, Central and South America 16,000 and the Middle East 13,800. Holderness cites two urgent priorities:

´• Stepping up existing literacy campaigns in the developing world.
´• Relaxing of trade constraints that made computer equipment expensive there.

Survey: Online Ranks Have Doubled

The number of Americans subscribing to online information services has doubled in less than a year, a new survey finds. The Times Mirror Center

for The People and The Press interviewed 3,603 adults in May and June for the survey about Americans going online, according to Associated Press writer Harry F. Rosenthal. The number of subscribers to online services jumped from 5 million in the winter of 1994 to nearly 12 million last June. The Times Mirror report also observed:

´• "A major fear of Americans about technology is the potential loss of privacy amid the powerful array of interconnected data bases holding information about them." Twenty percent said they worry about this "a lot," while 30 percent worry "some."

´• "Few see online activities as essential to them, and no single online feature, with the exception of e-mail, is used with any regularity. Consumers have yet to begin purchasing goods and services online, and there is little indication that online news features are changing traditional news consumption patterns."

´• 32 percent of those who go online told researchers they would miss it "a lot" if it were no longer available. ("By contrast," Rosenthal commented, "58 percent of newspaper readers and 54 percent of cable TV subscribers would miss those services if deprived of them.")

´• Only one in five of all online users -- estimated to represent 3 percent of Americans -- had signed on to the Internet's World Wide Web.

´• Twenty-nine percent of the survey's e-mail users said they check their mail once a day, 22 percent more than once. On a typical day, the average e-mail user sends three messages and receives five.

´• The respondents favored laws barring pornography from the Internet by 52 percent to 41 percent.

´• Nine percent of the households have gone against the trend and dropped use of computers.

´• More than one in four have had online sessions lasting three hours or more and one in four have an online buddy they have never met in person.

Rosenthal notes that last year, in the first such survey, the center estimated 31 percent of all American households had a computer and 26 percent of all adults used a home computer at some time. That has increased to 36 percent of all households having a computer and 32 percent of adults using one. "Also showing explosive growth," AP says, "is the use of CD-ROMS. ... Forty-eight percent of computer users have a CD-ROM drive, a relatively new device, and more than half said they used it at least once a week."

First Internet Bank Set to Debut

Security First Network Bank FSB reports that it will make banking history by opening the first full-service bank on the Internet. The Atlanta-based institution says customers will be able to make deposits, pay bills and reconcile accounts 24 hours a day, seven days a week. The first transaction across the public network will take place on Wednesday morning at a news conference Security First is scheduled to hold in New York.

"Anyone with a computer and a modem is our potential customer," says James S. "Chip" Mahan, Security First's chairman and CEO. The bank says computer experts have been unable to penetrate the software it will use to protect customers' financial information and deposits.

Security First says it has plans to provide additional financial services, allowing its online customers to view and manage all of their financial affairs. Subject to regulatory approval, the new services will include credit card, stock brokerage, insurance and corporate cash management capabilities. The bank's home page is located on the World Wide

Web at http//www.sfnb.com.

States Come to World Wide Web

Governments in every state except New Jersey and Nevada have created home pages on the Internet's World Wide Web, providing information ranging from tourism to business to tips on deadbeat dads. A study by the Public Affairs Research Institute of New Jersey Inc. says most states' home page includes a governor's message, tourist promotions, and electronic connections to state agencies and educational institutions.

Business writer Evan Ramstad of the Associated Press says government agencies have been attracted to the Internet by low expense and the relative ease of creating information there, the same selling points that have caused Web usage among businesses and individuals to explode in the last year. Donald Linky, president of the research group, told Ramstad the non-profit institute, funded by businesses in the state, undertook the study after some initial research showed that New Jersey's online efforts lagged. Some other findings of the research:

´• California's Web site contained the most information, including access to many public documents and even a game that lets people experiment with different budget strategies for the state.

´• Many states display familiar images such as the state seal or flag on their Web pages. South Dakota's has Mount Rushmore.

´• In Texas, the Department of Commerce holds an electronic marketplace of products and services for businesses in the state.

´• Indiana's online listing provides a list of the names, offenses and sentences of sex offenders. The database supplements printed materials that are sent to schools, pre-schools and agencies that work with children.

´• In Massachusetts, the Department of Revenue's Child Support Enforcement program since June has displayed pictures of 20 adults far behind on the child support payments. The child support office has found some delinquent parents by placing posters in public places around the state.

Papers Put Help Wanted Ads on Web

Six major newspapers have merged their classified help wanted ads into an Internet database on the World Wide Web. The new CareerPath.com service (http://www.careerpath.com) includes ads from the Boston Globe, Chicago Tribune, Los Angeles Times, The New York Times, San Jose Mercury News and The Washington Post.

Future plans call for the database to incorporate searching capabilities, a service that matches employers and job hunters, a resume database and company profiles. Web surfers who access the database must register themselves so the newspapers can analyze how the service is being used. The papers say also user information will remain confidential and not be sold to marketers.

U.S. Mint Opens Web Site

Coin collectors, take note. The U.S. Mint has plugged in. The Mint's new site on the Internet's World Wide Web (accessible at Web address http://www.usmint.gov) is completely database driven, making it possible for new or updated information to be directly added to the site.

The latest editions of commemorative products are accessible through the site, including data on a commemorative coin, featuring the image of General Colin Powell, which honors U.S. Veterans from the Persian Gulf War, a commemorative of President Clinton, commemorative that honor the extraordinary contributions of African Americans, a series of coins commemorating the Civil War, commemorative coins for the Special Olympics and others.

Senate Finally Comes to Web

Months after the White House and the House of Representatives made their cyber debuts, the U.S. Senate finally has opened its World Wide Web home page on the Internet. The Senate system (reached at Web address http://www.senate.gov) features a directory of senators linked to their own home pages, e-mail addresses (about 60 senators have them), committee rosters, a glossary of terms, and links to sources of legislative information including the Library of Congress's Thomas service, which has the Congressional Record and bill texts.

Rules Committee Chairman John W. Warner (R-Virginia) told Communications Daily he expects the Senate's home page to be improved and expanded with information on voting records, a calendar of events, and voice and video clips. Warner said at a recent news conference that no decision has been made on whether to include Republican and Democratic policy committees, saying he didn't want to involve the home page in partisan politics.

Nixon CD-ROM Planned

Multimedia software publisher Graphix Zone Inc. says it is collaborating with three-time Academy Award winner Oliver Stone to produce an interactive CD-ROM based on the upcoming film, "Nixon." Scheduled for release in March 1996, the CD-ROM will feature footage from the film, including scenes with Sir Anthony Hopkins as the late president and James Woods as Chief-of-Staff H.R. Halderman.

According to Graphix Zone, which is based in Irvine, California, the Nixon CD-ROM "will provide both an adventurous look behind the scenes at the White House and a scholarly research vehicle to access a 'virtual Nixon library.'" Users will be able to explore never-before-seen White House rooms, including the "plumbers' office," which housed the top secret "black bag" burglary operation. The disc will also feature historical documents from the Watergate era, as well as photos, memos, and video footage from Nixon's life and administration. The Nixon CD-ROM will be a hybrid disc, playable on Window, Windows 95, and Macintosh platforms. The CD-ROM will also provide direct online links to a Nixon Internet home page.

Telecommuting Survey Finds Pluses

A new survey finds that nearly two-thirds of Fortune 1000 executives view telecommuting as not only good for employees but also advantageous to employers. The survey, released by Telecommute America!, a telecommuting advocacy group, finds that executives of companies with telecommuting programs were nearly unanimous (92 percent) in agreeing that telecommuting benefits employers. The respondents cited cost reduction, increased productivity and improved employee morale as key telecommuting advantages.

The study also finds that two-thirds of Fortune 1000 companies currently have telecommuting programs, half of which were instituted in the past two years. A majority of the firms with telecommuting programs expect them to continue to grow, while nearly 60 percent of executives from companies without programs say they expect to institute one within the next three years.

"Private and public sector employers initially may have established their telecommuting programs to meet environmental requirements or to help employees balance work and family needs. But in the process, they discovered its benefits to the bottom line," says Faith Wohl, a director of the U.S. General Services Administration's Workplace Initiatives program and a member of the Telecommute America! founding committee. According to Wohl, the growth of telecommuting suggests that business and government now depend on the concept as an important way to reduce costs and to maximize their return-on-investment in employees.

Despite continued growth in and management appreciation for telecommuting programs, barriers to more widespread adoption persist, finds the survey. The executives surveyed say the lack of management control and loss of the team concept are the most common concerns they hear from would-be supervisors of telecommuters. However, two-thirds of the companies

surveyed are addressing these and other barriers through training and policy development.

Intel to Unveil TV Technology

Chipmaker Intel Corp. is set to unveil a technology that lets PC users view television at the same time as computerized information from the Internet's World Wide Web. The Wall Street Journal reported this morning the product, called Intercast, depends on a special circuit board and software developed by Intel that allows for the broadcast of information over the vertical blanking interval now used for close captioning. The Journal adds that the technology is backed by an industry group that includes major broadcasters and personal computer makers.

The Kids' Computing Corner

Millie's Math House, Bailey's Book House and Trudy's Time and Place House
Hybrid format CD-ROMs for Windows 95, Windows 3.1 and Macintosh
each title priced at $40
for ages 2 to 6
from Edmark Corporation
P.O. Box 97021
Redmond, WA 98073-9721
206-556-8484

by Frank Sereno

Program Requirements

IBM		Macintosh
CPU:	386DX-33	
CPU:	Color Macintosh	
RAM:	4 megs	
RAM:	4 megs	
OS:	Windows 3.1, Windows 95 or greater	
OS:	System 7.0.1	
Video:	SVGA, 640 by 480 with 256 colors	
Video:	256 colors, 13" or larger monitor	
HDISK:	2 megs free space	
HDISK:	Information not available	
CD-ROM:	Double-speed	
CD-ROM:	Double-speed	
Misc.:	Mouse, sound card	
Optional:	Printer, Edmark TouchWindow, microphone	

Edmark has released a new title for its fine "house" series of educational titles, Trudy's Time and Place House. In addition, the three original titles in the series have been updated and improved for Windows 95. Previously I reviewed the newest version of Sammy's Science House. This article will include reviews of Bailey's Book House and Millie's Math House also. The original versions of these two titles were reviewed in this column last year.

Let's look at the common features of these three titles. The interface is very easy to use. The main screen features the program's host sitting in his house. The learning activities can be accessed by clicking on objects in the house. Most activities have two learning modes. Explore and Discover mode allows children to play and learn in the activity at their own paces. They enjoy the thrill of making discoveries. This mode is active whenever a learning activity is started. Question and Answer mode is initiated by clicking on the picture frame on the screen. Now an activity

host will ask the child to do a task. If the child gives an incorrect
response, the host will ask the question until the correct response is
given. After several incorrect responses, only the correct answer will be
left available. Correct answers are given very positive feedback while
incorrect answers generate encouraging feedback.

These three programs have adult menus which allow a parent or teacher to set
options for the programs. Options include turning off the program's music,
allowing printing and whether children can exit the program by clicking on
an icon. All programs are backed by a thirty-day, money back guarantee and
a ninety-day warranty against defective media. Technical assistance is
available at no charge from Edmark. Each program includes an excellent
manual which contains information on installing and running the program and
also troubleshooting tips. The manuals also include important suggestions
for off-computer activities that will complement those in the programs.
Each CD-ROM also has a Dear Parents section featuring video of Edmark Vice
President Donna Stanger speaking about the importance of early learning.
She will also describe the educational goals of each activity within that
particular CD-ROM. This information can be beneficial to child and parent
alike.

                        Millie's Math House

Millie's Math House contains seven learning activities which teach concepts
such as pattern recognition, size, using blueprints, following directions,
counting and simple math problems. Millie is a friendly and encouraging
host for your child's math activities.

The Little, Middle and Big activity teaches children comparative size. Nine
pairs of shoes are arranged on shelves. The shoes are three sizes. Three
differently sized characters need shoes. The child must match the correct
shoe size to each character. If he chooses the wrong size shoe, the
character will prompt him to fetch the correct size. In the Explore &
Discover mode, the three characters are on the screen at the same time and
shoes can be placed on each. In the Question & Answer mode, each character
will appear on the screen alone and ask for shoes. Children will learn the
relationship between body and foot size to shoe size.

Build-A-Bug is an exercise in creativity in the explore mode. Children add
body parts to a bug by choosing the part and then the number of the part
they want on the bug. Completed bugs can be printed and sound effects can
be recorded to replace those included with the program. In question mode,
the child is directed to place most designated parts on the animal.
Children learn numbers and quantity.

Children learn to recognize patterns in Bing and Boing. In explore mode,
children can create their own patterns by placing icons on the screen. Each
of these icons makes a wacky sound when Bing or Boing jumps on it. Children
can replace these sounds with their own recordings. In question mode, a
complete pattern is shown to the child, then it is shown with one icon
missing. The child must use logic to deduce which icon is missing from the
pattern.

Logical sequence and counting are learned at the Cookie Factory. In the
explore mode, children must follow the correct sequence of pushing buttons
and pulling levers to make and decorate a cookie. As jelly beans are
dropped onto the cookie, the computer both announces the number and displays
it in a picture frame. In question mode, Harley Horse will request a cookie
with a certain number of jelly beans. The child must place that number of

jelly beans on the cookie or else it will go to Harley's friend, Froggy. The computer will again count the beans and display the number. Harley will ask for the same number of jelly beans until his order is successfully filled. He will tell the child whether the cookie has too many or too few beans. However, he won't specify the number over or under which would have given this activity more value.

Mouse House teaches geometric shapes, following directions and encourages creativity. Children can build imaginative buildings which can be printed and then colored in explore mode. Question mode requires that they follow the mouse's directions to build a mouse house. Children can choose from three difficulty levels.

Counting and numbers are learned in the Number Machine. The machine is a cash register and has ten buttons. Children have the option of learning numbers in three sets of ten. In explore mode, children can click on a button and then watch the program count that number of animals as they pop out of the register drawer. In question mode, they will be asked to find a certain number. When that number is found, the drawer will open and the animals will be counted. If incorrect answers are given, the child is encouraged to try again. If he continues to respond incorrectly, possible answers will be removed until only the correct response is left.

What's My Number? teaches counting, addition and subtraction with numbers from one to ten. Dorothy the Duck will place a number of objects behind a curtain on a stage. She will then say the number and then the child must place objects on his side of the stage until they are equal to the requested number. The three available options allow the child to count from one to ten or to do simply addition or subtraction problems.

The graphic and sound portions of Millie's Math House are merely adequate. The animations are not smooth and often a character will speak without any movement from his lips. The program lacks a polished look and feel. Younger children will probably be attracted by the bright colors and quirky characters.

The program does have good play value and the educational content has been increased since the original version. Children can now learn to count to thirty and do simple addition and subtraction. Millie's is a good value backed by an excellent guarantee. A school version is available with a teacher's guide, lesson plans and reproducible worksheets.

                              Ratings

                    Graphics 7.5
                    Sounds 7.5
                    Interface 9.0
                    Play Value 9.0
                    Educational Value .. 9.0
                    Bang for the Buck .. 9.0
                    Average 8.5

                    Bailey's Book House

Bailey's Book House has seven activities which develop reading and writing skills in preschool children. Let's take a tour of the house.

The Letter Machine is a typewriter with a video display. Click on a letter and the machine displays a short sentence with an accompanying video. The

words in the sentence will be read individually if clicked upon and the sentence will be re-read if the dot before the sentence is clicked upon. In question mode, children will be asked to find a letter on the keyboard. This activity increases the child's vocabulary and teaches the alphabet.

Learning prepositions is the objective when your child plays Edmo & Houdini. In explore mode, children can experiment with the prepositions and see the results displayed on the monitor. They will quickly learn the meanings of prepositions as they watch Edmo and Houdini be placed over, under or in the dog house. In question mode, the child will be asked to pick the correct preposition. The question will be briefly shown as text on the screen. Prepositions will be removed after incorrect answers until only the correct answer remains. This exercise also assists children to build their vocabularies.

Read-A-Rhyme teaches vocabulary and to recognize rhymes. Children complete a poem by choosing from the four rhyming picture words. When the rhyme is completed, the computer will say the poem and an animation will show the meaning of the picture word. In question mode, children must find the one rhyming picture word out of four choices which will complete the poem. Incorrect answers will result in the removal of all but the correct response.

Children can create their own four-page storybook in Make-A-Story. Children select from the available images to fill in the blanks in the story. The computer will then display and read the resulting sentence. Then it will display an animation of the action described in that sentence. The completed storybook can be printed for reading and sharing later. This activity fosters a love of both reading and writing. Children learn that words have meaning, words build sentences and that sentences make stories.

Kid Cards is another exercise that encourages children to explore their creative talents. Children design various greeting cards and thank you notes with the templates provided by the program. It can be customized with colorful, seasonal stamps and text. The card can then be printed out. This is a fun activity and a great way to interest young children in sending thank you notes. If you read Ann Landers or Dear Abby, you know that the malaise of Western Civilization is that young people do not write thank you notes.

Do you remember Mr. Potato Head? My Friend is very similar. In explore mode, a basic character is shown on the monitor and then the child can choose different attributes to create a crazy-looking creature. Six descriptive phrases are shown. By clicking on the adjectives, other adjectives will be rotated into the phrase changing the creature's appearance. When the child has the creature he wants, he can print it out. In question mode, he must fill in the blank in the sentence which is read by the computer. The blank word is stated when the sentence is read. A picture of the creature is also shown so the child can choose the correct word through both visual and audible clues. This activity increases a child's vocabulary by teaching him some common adjectives and helps him to recognize the value of descriptive phrases. This is an added activity over the original version of Bailey's.

The final activity is another new feature in version 2.0 of Bailey's Book House. It is the Three-Letter Carnival. Explore mode features several items on the screen. Clicking on one picture will bring it to the front of the screen where its word will be pronounced and spelled. Then a short animation will help define the word and entertain the child. As pictures are removed from the screen, another will replace it. I'm not certain how

many pictures and words are available. This exercise will expand his
vocabulary and spelling skills. The question mode features a four-car
roller coaster.   The lead car will contain an object and its name will be
on the side of the car. Children can choose to match rhyming words or words
which begin with same letter. They will choose from objects placed near the
track. As correct objects are chosen, the item will be placed in a car,
then its name will be written on the side of the car. The computer will say
and spell its name. Once the four cars are filled, the roller coaster will
start down the track while the computer repeats the four words faster and
faster until the end of the ride. Children will build their vocabulary,
learn proper spelling, recognize rhyming words and alliteration.

The graphics and sound in Bailey's are improved over those in Millie's Math
House. They are not state of the art, but the animations are better and the
music is more entertaining. The play value is excellent. My youngest son
has spent hours churning out stories and cards. The new activities have
improved the educational value of the product. This program is reasonably
priced and backed by an outstanding guarantee. The program also has a
school version available which includes a teacher's guide and work sheets.

                              Ratings

                    Graphics 8.5
                    Sounds 8.5
                    Interface 9.0
                    Play Value 9.0
                    Educational Value .. 9.0
                    Bang for the Buck .. 9.0
                    Average 8.83

                  Trudy's Time & Place House

Trudy's Time & Place House is one of the first educational titles aimed at
teaching preschoolers time concepts, geography and map reading skills. The
program includes five fun activities which encourage creativity and
curiosity.

Earth Scout gives children the opportunity to learn about the world. The
earth is viewed from outer space. Clicking on part of the earth results in
a close-up view. The area is highlighted on the globe and a world map.
Several icons will be shown which are points of interest or landmarks for
that region. A picture of that object will be shown and a narrator will
describe it. A picture can be taken which can be printed out and colored.
The globe can be turned by clicking on the green arrows. In question mode,
the child must find a particular location. This activity has three levels
of difficulty. Children can learn many interesting geography facts in this
activity.

Children learn about units of time and the passing of the seasons in
Calendar Clock. A quiet pastoral scene is shown on the top portion of the
screen. Below are clocks and calendars which control time in increments as
small as a second to those as large as a month. In explore mode, children
can click on the time icons and watch the results as day turns to night,
summer to winter. In question mode, they will be asked to adjust the time
by certain increments to see an event take place.

Time Twins teaches children to tell time on both analog and digital clocks.
In explore mode, children can watch the relationship between digital and
analog clocks as they change time on one and the other clock changes as
well. Clicking on the done button will result in the computer announcing

the time on the clocks. Question mode asks the children to set the clocks
to the same time with the clocks alternating between which one is the target
and which is manipulated. This portion of the program has three difficulty
levels. In the highest difficulty level, children will learn about time
phrases such as "quarter 'til" and "half past" the hour. This portion of
the program features some excellent animations.

Can you imagine that you are an ant on a treasure hunt searching for
colorful jelly beans? Jellybean Hunt gives your child the opportunity to
enjoy such an adventure. The screen is divided into three sections. The
largest section is an ant's eye view of the world. An overhead map shows
the location of the ant and his objects of desire. The bottom portion of
the screen contains the directional icons which will be used to move the
ant. Your child can choose to use left, right and forward arrows under the
ant's view screen or he can use the north, south, east and west arrows under
the map screen. This will help him learn the relationship between the
different kinds of directions. In explore mode, your child can move the ant
in any manner which pleases him to find the jelly beans. In question mode,
he must follow the directions given by Joe Crow.

Symbol Sandbox is the final activity. Your child can create a virtual world
inside a sandbox using map symbols for roads, cities, mountains and more.
Using explore mode, he will discover that some symbols can be combined to
create cities in mountains, bridges over lakes and even tunnels through the
mountains. In the question mode, the child will be presented with a
completed sandbox and he must make the map match it. He can choose between
finishing nine-square maps and 16-square maps. Billy Beaver provides plenty
of advice if your child has difficulty solving the map. Once the map is
finished, he will be rewarded with an animation. This activity will help
children understand the relationship between maps and the real world.

Trudy's is filled with excellent graphics. The sound effects and music are
the best of the "House" series programs. The activities are very
entertaining so this program should have very good play value. Educational
content is quite varied and good. As with all Edmark programs, Trudy's is
backed by an excellent guarantee. If you are not satisfied within thirty
days, simply return the product for a refund or exchange. With its wide
variety of fun challenges, Trudy's Time & Place House is a welcome addition
to most homes' learning libraries.

                              Ratings

                    Graphics 9.0
                    Sound 9.0
                    Interface 9.0
                    Play Value 9.0
                    Educational Value .. 9.0
                    Bang for the Buck .. 9.0
                    Average 9.0

If you wish to express any suggestions or opinions, please send e-mail to me
at fsereno@matrix.uti.com. And as always, I thank you for reading.

TouchPro V1.0

What is TouchPro?
TouchPro is a Windows 95 extension that allows you to modify or "touch",
any, or all of a file's time & date values. TouchPro integrates seamlessly
with Windows 95 and appears as an extra dialog box in addition to a file's
normal property pages. You can modify multiple file's time & date values by
using a multiple selection.

Installation
TouchPro is supplied as a compressed file archive. Copy the compressed file
to an empty floppy disk or new sub-directory on your hard disk & extract the
files. When you have uncompressed the supplied file, you should have the
following files in addition to the original:

TouchPro.dll   The TouchPro
Shell Extension DLL

TouchPro.doc   This document

TouchPro.txt   Text version of
this document

TouchPro.inf   The Setup
Information File

Select the TouchPro.inf Setup Information File in an Explorer window and
choose File, Install, or right click on the file and choose the Install
menu.

Installation is quick, merely involving copying of the files to the target
location on your machine and modification of the relevant registry
information. TouchPro is now ready to use.

How Do You Use It?
Select the files that you want to alter the timestamp on in an Explorer
window.

Display the properties by using the File, Properties menu, or right click
and choose the Properties menu item.

With TouchPro installed you will see an extra "Touch!" page in the
properties dialog.

Click on the "Touch" tab to use TouchPro.

TouchPro enters the current date & time as a default, and allows you to
alter them to whatever you want.

To set the file timestamps just select the file time types that you want to

change by clicking the appropriate check boxes, and use the "Touch Now" button.

Note
The OK, and Apply buttons on the main Property Page dialog do not perform the touch operation.

The file's Last Accessed time will change to the current date & time when you touch any of the time & date values.

Limitations
Time format is currently 24hr format only.

The shareware version has a limit to the number of files that it can "Touch" in a single selection. The release version has no such restriction. The release version also removes the nag banner that you get when you initially use the Touch property page.

Removal
Use the Control Panel, Add/Remove Programs item. Select the TouchPro item (listed as "Touch Property Page Extension") and click the Add/Remove button.

Contact
To obtain the full registered version contact us at 100524.3072@compuserve.com to confirm address details, and then send a cheque for ´£2 to the address below, made payable to JD Design. We will then Email you directly with the latest version, or if you prefer we can send you a copy by post.

For multi-user and site licence prices, please get in touch for details.

If you have any suggestions for improvements to TouchPro, then please let us know.

Thanks
    JD Design
    162 Mow Cop Road
    Mow Cop
    Stoke-on-Trent
    ST7 4NH
    England

Other Windows Products by JD Design
VidRes - A freeware Windows 95 video resolution switching utility.

Gemesys Toolbox - A suite of Windows applications for use with CEGELEC's Gemesys 3 and Gem80 PLC hardware.

Coming Soon. 10/30/95

 MAC/APPLE SECTION
John Deegan, Editor

TECH... NO BABBLE   STReport Makes Technology Easy!

                           The Internet

by Joe Mirando

     Hello fellow travellers on the Electronic Highway! Welcome to the
first installment of STReport's Technology column. It has always amazed me
that something as simple as a title could be so important. For a while now,
I've had an idea for a column: Take some of the newest, most technical
subjects you can find, and explain them so that you don't need a degree in
physics to understand them. When I approached our editor with the idea of
doing this column, he said "Sure, with the way technology is growing,
everyone could use that kind of information".
     So, with the approval of my editor under my belt, I decided that the
first column should be about the Internet. The reason that I chose the 'net
is that a recent poll showed that over ninety percent of Americans have
heard of it, but less than one quarter of those knew what it was. I stoped
and ran through all that I knew about the subject. While I know more about
it than many folks, I found that my knowledge was what I considered to be
severely limited. "Okay," I thought to myself, "I'll fix that and share
what I find".
     Now what I needed was a cool name for the column. I've found that,
unless you can catch someone's attention right at the start, folks will
loose interest before they even begin. I ran several possible titles
through my mind... Tech Talk, Technically Speaking, and several others along
the same lines. No, these all gave the same impression. All of them would
make people think that the subject matter was going to be dry, dense, and
highly... well, technical. Since I had already decided that was what the

column _wasn't_ going to be, these were all unacceptable. So it was back to the drawing board.

     Finally, just when I had given up, it hit me: What the column was going to be was straight-forward talk. No Technobabble. No Babble. Tech...No Babble. Eureka! The title fulfilled my needs. First it was kind of catchy, second it got the point across, third it was, as my wife put it, a "groaner".

     So there you have it, the creative process (such as it is) at work.

     What I find really exciting is the possibilities. I plan on pestering people who know the technical side of things such as modems, CD-ROMs, microchips, and whatever else comes along, and turning their high-tech theories and principals into words that everyone can understand. This week I'm going it alone, but soon I hope to be bringing you some of the big names in the computing world.

     Well, you've heard enough of this. Let's find out about the Internet.

     What is probably most often considered the beginning of the Internet started back in 1969. The Department of Defense decided that, since the Cold War was in full swing, the other side might take it into their heads to start a nuclear war. The military had known for a long time that there would be both military and civilian losses in such an event, but

     figured that could be evened out by bombing the other side to a greater extent than they bombed us. What they couldn't abide though, was the thought that some of the mountains of research and electronic paperwork might be lost. So it was decided that data should be shared between computers housed at as many military contractors and research facilities (mostly Universities) as possible. What was needed was a network: A way of connecting computers at different facilities so that they could all share their information. That way, in the event of a disaster, there was less of a chance of their "stuff" being lost. In a leap of logic that only a political military mechanism could muster, it was decided that ARPANET (Advanced Research Projects Administration Network) would start with four computers: Three in California and one in Utah. Yeah, that minimizes the risk in the event of a nuclear attack.

     At any rate, the experiment was successful and ARPANET grew rapidly. There are now Internet sites on every continent on Earth... even Antarctica! There are a few computers at the station on McMurdo Sound that are connected to the 'Net via New Zealand. Granted, it's not much, but it IS a connection.

     So, now that we know a little bit about how the Internet got started, let's take a look at what all of this means to you.

     In order to make use of the Internet, you need a couple of things. First, you need a computer. A modem (modulator/de-modulator), the device that takes the digital information that your computer puts out and turns it into signals that can be transferred over normal telephone lines, is also a must. All you really need to know is that you have a modem and how fast it is. Most software that uses a modem today either knows about your modem, or knows enough to tell you what to look for. When modems first made their appearance, they projected audible sounds into the mouthpiece of the telephone handset and "listened" for the same kind of tones from the earpiece. The difference in modulation determined the value of the sound, therefore the modulator/de-modulator name.

     When you buy a modem, the manufacturers usually include a terminal program. No, this isn't a program that's dying, it is a program that lets your computer "talk" to other computers over the telephone lines using the aforementioned modem. If you don't have a modem and want to get one, look for a brand name such as Supra (my personal favorite),

     Hayes, U.S. Robotics, or Zoom. You also need to check on the modem's speed. Look for at least a 14,400 Baud modem. What "Baud" actually is has become a bit complicated, so we won't go into that, but suffice it to say that 14,400 is fast enough to use with the Internet. There are also 28,800

baud modems available, but they aren't twice as fast as 14,400. They actually only transfer data about thirty percent faster. If the extra cost is a factor to you, settle for the 14,400 (known is computer circles as 'fourteen four). If that thirty percent increase in speed is more important that the extra fifty or so dollars, then go for it. Just keep in mind that, even though twenty-eight-eight is now the top speed

for a modem, within a few years there will be models available that will be roughly thirty percent faster. That will be about the maximum for telephone modems. After that, look for modems that work through cable, fiber optics, and a slew of other possibilities. But for right now, all you really need to know is that you should get at least a fourteen-four modem.

You also need either an Internet Provider, a company that, for a fee, will allow you to have your computer call their computer and access the Internet through them, or a commercial online service such as Delphi, CompuServe, GEnie, America Online, or Prodigy who, in addition to providing their own services such as e-mail (electronic mail), file downloading, and party-line-style conferences, also let you connect up to the 'Net. These commercial services go out of their way to make it easy for you to "join up" by putting promotional material in with new modems. If you want to go this route (and I recommend it), look through all of the information in the box. That will give you a good idea of pricing and what the different companies offer.

So why, you may ask, should I worry about the Internet if I can get files and send e-mail on one of the commercial services? A valid question. The answer is that, since providing Internet access is a fairly new business, prices are still slightly on the high side unless you are lucky enough to be local to a "FreeNet". This is a computer that is nice enough to allow you to use it to get onto the Internet free of charge. They are few and far between however, and with the trend toward commercialization, there probably won't be too many more. But it's worth checking on. Ask at computer stores (real computer stores, not office supply stores) and users groups. Both of these groups will be helpful in not only your search, but with the questions you might have along your own personal path to Internet enlightenment.

So, now that you understand what the Internet is and how you can connect to it, the major question left unanswered is "Why would I want to get on the 'net". The answer is maybe you don't. And that's... okay. There is nothing that fits everybody and the Internet is no exception. If global communication with the ability to get programs, newsletters, and mail from around the world in only minutes doesn't appeal to you, then the Internet probably isn't your thing.

But if any of the above things interest you, you should check it out. There are so many areas of interest on the 'net that, once you look around, you are bound to find something that you can't find anywhere else.

Now, let's take a quick look at how the Internet works.

When you call an Internet provider, you are actually entering a system of computers that are all networked together. You get to the computer that holds the information you want by what is most easily described as an electronic game of "telegraph". The data is passed between computers until it gets to you. But again, you don't really need to know the particulars to be able to do any of this.

Once you find something that you're interested in by using one of the available search programs, it is incredibly easy to transfer it to your computer. Before we get any more into this transfer thing, we should understand what the different types of data are.

First, are the newsgroups. Newsgroups are areas that cater to a particular subject. Everything from the latest experimental results from research facilities to newsletters and fan magazines for your favorite movie or TV show.

Then come the FTP sites. FTP stands for File Transfer Protocol. But...

you really don't need to know that. What you do need to know is that FTP
sights are where you can download files from. Downloading is the process of
transferring something from their computer to yours. Transferring from your
computer to theirs is called Uploading. These files can be programs,
documents, pictures, or just about anything that can be stored as data.

     Since you are looking for a file, whether it is a program or a picture
file, you don't really care about whether it's stored in a computer in Guam
or Upper Sanduskee. To find a file, you use a search program. Just to
prove that we computer folks have a sense of humor, some of these programs
have interesting names. Remember Archie, Jughead, and Veronica? They've all
been immortalized in code. That's right, these are also the names of three
search programs. These aren't programs that you actually run on your
computer though. They run on machines that are part of the Internet. You
send commands to them from your computer and can search through the entire
Internet to find what you are looking for.

     Then is the email system. Email is used mostly for letters and
correspondence. You can send mail to anyone anywhere in the world providing
they have Internet access (or any of the commercial online services) and
have it "delivered" to them in a matter of hours. Not bad, huh?

     You can also send things that aren't text as email, but that's a bit
harder. To send things like programs and pictures, you have to first encode
them using a program called UUencode. What this does is turn non-text into
text files that can then be emailed. This way you can send programs and
pictures to your friend across the country through the email system and not
have to get very technical about it. When your friend receives the email he
or she can simply UUdecode the file to turn it from text to data and there
you are! You don't really don't need to do this, but it's good to know that
you can.

     And the crown jewel of the Internet right now is the World Wide Web.
The Web is a place that's set up a bit differently than most of the rest of
the 'net. The Web is set up to be graphic. I don't mean that there's blood
and guts all over the place. What I mean is that, instead of text menus and
lists of available files where you have to type in the name of the directory
or file that you want, you are presented with point-and-click menus so that
you can use your mouse (if you use one) and simply choose what you want,
what you want to do with it, and where you want to go.

     With the advent of home computers fast enough to deal with the graphics
involved, Web sights are popping up all over the place. Everyone from
television networks to video game manufacturers to online magazines have
"Web Sites". Think of them as special interest groups that are easy to get
to and easy to use. For instance, the STReport Web Site has back issues of
STReport, editorials, document viewers and lots of computer news-related
stuff. The Atari Web site has the latest news and information about
hardware and games for their 64 bit game machine.

     Another neat feature of the Web is that any Web site can be "linked" to
any other so that, from Atari's site, you can click on STReport and, quick
like a bunny, you are there and vis-versa. The same is true within a Web
site. This is called "hyper-linking". What this means is that you don't
have to hunt through directories to find what you want. Even though a
graphic directory system would be easier to navigate than the old-fashioned
method, hyper-linking removes the need for worrying about directories and
such.

     Even though I'm trying to keep the techno-speak down to a minimum, the
folks involved with the Internet have no such problem. The world of the
Internet is full of initials that are supposed to automatically mean
something to you and odd terms and names that don't give you any real idea
of what they are. So I'm going to list some of them here. Folks, this list
may well be worth the cost of the magazine to you! <grin> So let's take a
look:

´•   ARCHIE, VERONICA, JUGHEAD:
Just a few of many search programs that you can use to find files on   the
net. While they're not terribly powerful, they are easy to use.

´•   SLIP, PPP, TCP/IP, FTP:
Some of the protocols used for connecting to and communicating with the
Internet. You need only know which protocol to use. This is usually
determined by the provider you choose. After that, you really don't have to
think about it.

´•   FTP:
I've listed this one separately because it is important. FTP stands for
File Transfer Protocol. This mode is used over most of the Internet for
uploading and downloading.

´•   URL:
Uniform Resource Locator. This is what links pages together on the World
Wide Web. So when you hear URL, you know that it has something to do with
the Web.

´•   HTTP:
Hyper Text Transfer Protocol. This is the way that the information that
makes up Web Pages gets around on the 'net. Again, all you need really
remember is that HTTP connects you to the World Wide Web.

´•   Gopher:
A search program using a series of menus. Gopher resides on particular
computers within the Internet but you don't need to know which ones. When
you use Gopher, you are taken directly to those sites without ever knowing
it.

     Well, that's about all I can fit into this column this week. There is
a lot more that I could say about the Internet, but you're probably
overloaded already. Once your head clears, run down to your nearest
bookstore and check out the books that are available about the Internet.
There are a lot of them, some good, some not so good. I've found that one
of the easiest ways to tell a good book of this type is to check the index
and glossary. If they look kind of skimpy to you, go on to the next book.
Some of them even come with software. The software adds to the cost of the
book, so decide before hand if you want it or need it. Also be sure to
check which platform the software is for. Macintosh software won't do you
any good on a '486.
     There are also several books that offer tutelage on accessing the
Internet through a commercial online service. I've found several of these
to be very good, one or two of them are even better than the Internet-only
books. If you decide to access the 'Net via one of these services, look
seriously at these.
     ..So don't be afraid high technology. Remember, High Tech is just like
Low Tech, only faster.

01 Communique Laboratory Inc.
1394 Trade Association
1st Tech. Corporation
20/20 Software, Inc.
3Dlabs Inc.
3DTV Corp.

3M Data Storage Products Div.
7th Level

A
Aaeon Technology Inc.
Abacus Accounting Systems Inc.
Abacus Software, Inc.
ABA-Systems
ABS-American Business Systems
Abstract R&D Inc.
Abudoe Software, Inc.
Accent Software International
AccessData Corp.
ACC Microelectronics Corp.
Accurate Research, Inc.
Accurel Systems
Acecad, Inc.
Aceex Corporation
ACE Marketing - Taiwan
Acer America Corporation
Acer Laboratories Inc.
Aces Research Inc.
Achme Computer Inc.
Acl, Incorporated
Acme Electric Corp.
Acme Portable Machines, Inc.
ACS Computer Pte. Ltd.
Action Image Systems Technology, Inc.
ActionTec, Electronics, Inc.
Actix Systems, Inc.
ACT-RX Technology Corp.
Acumer Micro Computer, Inc.
ADAK Communications Corporation
Adaptive Micro Systems, Inc.
Addtronics Enterprise Co.
Addtron Technology Co. Ltd.
ADI Systems, Inc.

Alternative Personal Software
AMCC
AMCO Engineering Co.
Amcom Corporation
American Bible Society
American Business Information
American Computer Resources, Inc.
American Covers, Inc.
American INfoScience
American Ink Jet Corporation
American Megatrends, Inc.
American Power Conversion
American Small Business Computers Inc.
American Teleprocessing Corporation
America Online, Inc.
Ameriquest Technologies, Inc.
Amphenol Canada Corp.
Amptron International, Inc.
Amrel Technology Inc.
Analog Technology Corporation
Anam S&T Co., Ltd.
Anchor Pad Products
AniCom
Annabooks
Ansel International, Inc.
Apex Software Corp.
Apollo Presentation Products
Apple Computer, Inc.
Arbor Image Corporation
Arcada Software
Arcade Computer Entertainment BV
Archtek America Corporation
Arcland Inc.
Arco Computer Products Inc.

Adobe Systems, Inc.
Adroit Systems, Inc.
Adtran
Advanced Gravis Computer Technology Ltd.
Advanced Integration Research, Inc.
Advanced Matrix Technology
Advanced Micro Devices
AER Energy Resources, Inc.
AGFA
Ahead Systems
AIL Systems, Inc.
AIMS Lab Pte. Ltd.
AITech International Corp.
AIWA America Inc.
A J M, Inc.
Aladdin Software Security, Inc.
Alaris, Inc.
Alfa Infotech Co.
AllMicro, Inc.
Allsop Computer Accessories
Aloha Leasing
ALPEC-TEAM Inc.
Alpha Enterprises Inc.
Alpha & Omega Computer
Alps Electric USA
Altec Lansing Multimedia
AT&T
AT&T Interchange Online Network
ATTO Technology Inc.
AT&T Software Replication Center
Aura Industries
AuraVision Corporation
Austrian Federal Economic Chamber
Avance Logic, Inc.
AVerMedia, Inc.
Avery Dennison
Avid Technology, Inc.
Avision Labs, Inc.
Avista Software, Inc.
AVM Technology, Inc.
Award Software International, Inc.
Axiohm Inc.
Axis Communications
Axonix Corporation
Axxion Group Corporation
Axxon Computer Corporation
Azerty, Inc.
Aztech Labs, Inc.

ArcSoft, Inc.
Argentine Promotion Center
Argos Gameware
Aristo Computers, Inc.
Arkenstone, Inc.
Artecon
Artek Computer Systems
Artisoft Inc.
ASAP Distributors
The ASCII Group, Inc.
Asian Sources Media Group
Asia Source, Inc.
ASK LCD Inc.
askSam Systems
Asolid Computer Supply, Inc.
Aspen Imaging International
Aspen Systems, Inc.
Assmann Data Products
The Associates
The Association of Shareware Professionals
AST Research, Inc.
Asymetrix Corporation
ATI
ATI Technologies, Inc.
Atlightspeed
AT&T

B
Badger Computers
Ballard Synergy
Balt
Baseline Data Systems
Battery Network
The Bauman Group
Bavaria Ministry of Economic Affairs, Transport and Technology

Bayware, Inc.
BBX Custom Computers
The Beetle Mouse Company of ASC,
Ltd.
Belgian Foreign Trade Office
Belkin Components
Benwin Inc.
Berkeley Speech Technologies, Inc.
Bermo Inc.
Best Data Products, Inc.
Best Power Technology, Inc.
BGW Systems, Inc.
Bit 3 Computer Corporation
BJMT Technology Corporation
BJS Electronics, Inc.
Black Box Corp.
BLAST, Inc.
Borland International
Bose Corporation
Bottom Line Industries Inc.
Brainstorm Technologies Inc.
Broderbund Software Inc.
Brooks Power Systems Inc.
Brooktree Corp.
Brother International Corp.
Brown Innovations, Inc.
BSF Components, Inc.
Buffalo, Inc.
Bull
Business Software Alliance
BusLogic Inc.
Buyers Laboratory Inc.
Byte Brothers
Byte Magazine
Bytronix Corp.

C	Chyron Corp.
Cable Connection	CINRAM, Inc.
Cables To Go	Circle Inc.
Cables Unlimited	Cirque Corporation
Cabling System Warehouse	Cirrus Logic, Inc.
Cadix International Inc.	CIT Multimedia
Caere Corporation	Clary Corporation
Cahners Publishing Company	Classic PIO Partners
California PC Products	Clipper Products
Caligari Corporation	CMC Magnetics Corp.
Caliper Corporation	CMD Technology, Inc.
Calzone Case Co.	CMP Publications
Cambrix Publishing	CNF, Inc.
Camelot Corporation	Coastline Computer Products, Inc.
Canada, Department of Foreign	Coast Manufacturing Company
Affairs & International Trade	Coconut Computing, Inc.
Cana Pacific Ribbons Inc.	Code Flier Technology, Inc.
Canon U.S.A., Inc.	Colombian Government Trade Bureau
Canopus Co., Ltd.	ComByte Inc.
CAP Automation	Comclok, Inc.
Caprock Manufacturing Inc.	Comfy Interactive Movies
Capsoft Development Corporation	Command Software Systems
Caravelle Networks Corporation	Commax Technologies, Inc.

Cardiff Software
Cardinal Technologies
Carina Software
Carroll Touch
Carstens
Castelle Inc.
CBM America Corporation
CCE/RTE
C-Cube Microsystems
C.D. Concepts, Inc.
The CD ROM Source
CD Rom Strategies, Inc.
CD Technology
CD World Publishing Plus Corp.
The Centech Group, Inc.
Centon Electronics, Inc.
Century Microelectronics, Inc.
Century Systems, Inc.
Cerwin-Vega!
CG Public Relations
Chaintech Computer U.S. Inc.
Champion Business Systems Inc.
Champion Systems Corp.
Channel Marketing
Chaplet Systems USA, Inc.
Chartered Electronics Industries
Chase Advanced Technologies, Inc.
Chatsworth Products, Inc.
Cheer Electronics Corp.
Cherry Electrical Products
Cheyenne Software, Inc.
Chicony America Inc.
Chic Technology Corp.
Chinon America, Inc.
Chin Ta Ind. Co., Ltd.
CH Products
Chris Martin Enterprises, Inc.
Chromatic Research, Inc.
Chrontel, Inc.
Constor Manufacturing
Consulate General of Switzerland
Consumer Technology N.W. Inc.
Contek International Corp.
Continental Insurance
Contour Design Inc.
Coopers & Lybrand L.L.P.
Copia International
Copper Leaf Technology
CopyPro, Inc.
Corbis Publishing
Corollary, Inc.
Corporation For Open Systems
International
Corrupad Protective Packaging, Inc.
Cougar Mountain Software Inc.
Covey Leadership Center
CRA Systems
Creative Labs, Inc.
Creatix Polymedia, L.P.
Croma Technology

Commix SP
Compcore Multimedia, Inc.
Compix Media Inc.
Compsee, Inc.
Compton's NewMedia, Inc.
CompuCover Inc.
Compulink Management Center, Inc.
CompuMart Magazine
Compumedia Ltd.
CompUSA
CompuServe Incorporated
Computer Associates International,
Inc.
Computer Books 4 Less
Computer Connections America
Computer Dynamics Inc.
Computer Economics, Inc.
Computer Expressions, Inc.
Computer Hot Line
Computer Intelligence
ComputerLand/Merisel
Computer Library
Computer Modules, Inc.
Computer News Inc.
Computer Technology Review
Computer Trading International,
Inc.
Computer Training & Support
Corporation
Computerworld
CompuTrend Systems, Inc.
Conley Computer Stacking Systems,
Inc.
Connect Air International Inc.
Connectix Corporation
ConnectSoft
Connect Tech Inc.
Connectware, Inc.
Conner

Crown Micro
Crystal River Engineering
C-Star Technology
C.S.T., Inc.
CTX International
Cubix Corporation
CURTIS by ROLODEX
cVc Inc.
Cway Software, Inc.
Cybex Corporation
CYMA
CypherComm
Cyrix Corporation

D
DacEasy, Inc.
Daekyo Computer, Ltd.
Daesun Industrial Co., Ltd.
Daewoo Machinery Corp.
Dallas Semiconductor
Danish Consulate General
Danpex Corporation
Data Bank Corp.
Database America Companies
Databook Inc.
DataCal Corporation
Data Depot, Inc.
Data General Corp.
Data General Corporation
Data Hunter
DataLux Corporation
Datamax Services Inc.
DataSoft
Datasonix Corp.
Datasouth Computer Corp.
Data Tec Co., Ltd.
Datatech Depot, Inc.
Data Technology Corporation
DataViz
Dauphin Technology Inc.
DCI Marketing
Dearborn Trade
Deep River Publishing Inc.
Dell Computer Corporation
DeLorme Mapping
Delphi Internet Services
Delrina Corporation
Delta Music, Inc.
Delta Products Corporation
Deltec Corporation
Dempa Publications, Inc.
Deneba Software
Denon Electronics
Deutsche Financial Services Canada
Corporation
Dialogic Corporation
Diamond Entertainment

Display Research Laboratory
Dolch Computer Systems Inc.
Dooin Electronics Co., Ltd.
DPT-Distributed Processing
Technology
DP-Tek Development Co. LLC
Dragon Systems, Inc.
Drama Technology, Inc.
Dream Theater
Dresselhaus Computer Products
Dr. Gold & Co. KG
D S International, Inc.
DSP Group, Inc.
DSP Solutions, Inc.
DTK Computer, Inc.
DTS Language Services, Inc.
Dukane Corporation
Dun & Bradstreet Information
Services
Duracell, Inc.
Duracell Inc.
Dura Micro Inc.
Dycam Inc.
Dynabit USA
Dynatek Automation Systems Inc.
Dynatex Inc.
Dynatran Computer Systems

Diamond Flower, Inc.
Diamond Multimedia Systems
DIA Nielsen
DIC Digital
Digicom S.p.A.
DigiData Corporation
Digi International
Digital Directory Assistance
Digital Equipment Corporation
Digital Impact, Inc.
Digital Products, Inc.
Digital Storage Inc.
Digital Video Arts, Inc.
Digital Vision, Inc.
Digital Vision, Inc.
Direct Marketing Technology, Inc.
Disc Distributing Corp.
Disc Manufacturing, Inc.
The Discovery Channel

E
Eagle Data Protection, Inc.
EarthLink Network, Inc.
Eastern Directories Pte. Ltd.
Eastman Kodak Company
EAW/ATLM
ECN Magazine
Edimax Computer Company
Edmark
E for M Corporation
Eicon Technology, Inc.
Eiger Labs, Inc.
Eiki International, Inc.
Electric Dreams, Inc.
Electronic Document Technology Pte.
Ltd.
Electronic Entertainment
Electronic Laser Forms, Inc.
Electronic MultiMedia Enterprises
ElectroRack Products Company, Inc.
ELMA Electronics, Inc.
Elo TouchSystems, Inc.
Elsa, Inc.
Elsner Technologies Company
Emblem Corporation
EMC Monitor Corp.
Empac International Inc.
Encyclopaedia Britannica - North
America
Energizer Power Systems
Engineered Data Products, Inc.
Enhance Memory Products, Inc.
Enpack
Epson
Equinox Systems, Inc.
Ergotron, Inc.
Ergoview Technologies

Ernst & Young LLP
ESRI
Esselte Meto
Essex Interactive Media
Etech Micro Supply Inc.
Eurotrade Computer Magazine
Everest Electronic Equipment, Inc.
Everex Systems Inc.
Everfit Computer Supply Inc.
Evergreat Group USA Inc.
Evergreen Technologies, Inc.
Exabyte Corporation
Excel Scientech U.S.A., Inc.
Exide Electronics
Ex Machina, Inc.
Expansion Management Magazine
EXP Computer Inc.
Expert Software Inc.
Exponent Corporation
Export Market Development Ltd.
Express Computer Supply
Extended Systems, Inc.
Extron Electronics
EZC International, Inc.

F
Falcon Safety Products, Inc.
Fantazia Concepts
Fargo Electronics, Inc.
Fast Electronic U.S., Inc.
Faultless Starch/Bon Ami Co.
Fauve Software, Inc.
Fedco Electronics, Inc.
Fellowes Manufacturing Co.
Fiber Optic Tech
Fidelity International
Technologies, Inc.
Fidelity Investments
Fieldworks, Inc.
FINOVA Capital Corporation
FirePower Systems, Inc.
First International Computer of
America, Inc.
First United Leasing Corp.
The Fischinger Corporation
Fitnesoft, Inc.
Flight Form Cases Inc.
Flytech Technology USA Inc.
Focus Computer Products
FocusSoft
Folex Film Systems
Folio Corporation
For-A Corporation of America
Foresight Resources Corp.
Forminco Inc.
Formosa USA, Inc.
Forte Technologies Inc.

Fortune Magazine
Frank Kasper & Associates
Franklin Quest Co.
Frontier Technologies Corp.
Frost & Sullivan, Inc.
FTG Data Systems
Fuji Photo Film USA, Inc.
Fujitsu Computer Products of
America
Fullmark International (USA) Inc.
Future Domain Corporation
Future System Consulting Corp.
FutureTel, Inc.
FWB Inc.

G
Gainbery Computer Products Inc.
Gallant Computer, Inc.
Gandalf Systems Corp.
Gateway 2000
Gazelle Technologies
GBH Distributing, Inc.
GEC Plessey Semiconductors Inc.
Gemini Industries Inc.
General Binding Corporation
Genesis Microchip Inc.
Genesis Technology Inc.
Geneva Group of Companies, Inc
Genicom Corporation
Genovation Incorporated
GeoWorks
Germany-Hessian Ministry of
Economics, Transport, Urban and
Regional Develp. $DA
Get Organized
G & G Assemblers
Giga-Byte Technology Co., Ltd.
Gigatek Memory Systems, Inc.
Glenco Engineering, Inc.
Glitch Master
Globalink, Inc.
Global Village Communications, Inc.
Globe Manufacturing Sales
GM Name Plate Inc.
GNU Worldwide Inc.
Golden-Lee Book Distributors Inc.
Golden Ribbon Corp.
Goldring Technology International
Gold Standard Multimedia
Goodhope Bags Ind. Inc.
Good Stuff Corp.
Gordon-Cross, Inc.
Government of Puerto Rico Economic
Development
GP Batteries USA
GP Publications, Inc.
Gradco (U.S.A.) Inc.
Grahl Industries, Inc.

Grand View Products
Graphic Utilities, Inc.
Graphix Zone, Inc.
Great Plains Software
Greenleaf Distribution Inc.
Gretson International Ltd.
Greystone Peripherals
GTS Communications Co.
Gunther's Printing Inc.
GWC Technology Inc.

H
Habitech
Hagiwara Sys-Com
Hanwa American
Hari Seldon Group
Harley Street Software
Harmony Multimedia
Harris Computer Systems
Hash Inc.
Hassett & Assoc. (CBT)
Hauppauge Computer Works
Hayes Microcomputer Products Inc.
Heartland Computer Products
Hecon Industries
HEI Inc.
Helmers Publishing, Inc.
Hepp Computer
Hercules Computer Technology
Hewlett-Packard Co.
HIAR Multimedia
H.I.D.E.
Hilgraeve
Hitachi America, Ltd.
Hokkins Systemation, Inc.
Home Office Computing
Home Recording Rights Coalition
Hong Kong Trade Development Council
Horizons Technology, Inc.
Horizon USA Data Supplies Inc.
Houghton Mifflin Company
HSC Software
HTI Networks
HTP International
Hughes Network Systems
Hummingbird Communications Ltd.
Hunter Digital
HyperGlot Software Co., Inc.
Hyperion Software
Hyundai Electronics America
Hyundai Electronics America

I   Inc.
IBC - Integrated Business Computers   International Data Corp.

IBEX Technologies, Inc.
IBM Corp.
IBM Corp.
Iconovex Corporation
ICVERIFY, Inc.
Ideal Industries
IDG Communications
IEMAN Business, Inc.
IIyama North America
I.J. Technologies Inc.
IMAGI Corporation
Imaging Magazine
Imagraph Corporation
IMP Enterprises, Inc.
Improve Technologies
IMSI
In:Sync Corporation
INCAS Italy
InContext Corporation
India
Indiana Cash Drawer Co. Inc.
InfoBase
In Focus Systems, Inc.
InfoImaging Technologies
Infomedia Technology Inc.
Infonet Communications, Inc.
Inforite Corporation
Information Access Company
Information Development, Inc.
Information Discovery, Inc.
Information Scan Technology Inc.
Infotel Distributing
Infrared Data Association
Ingram Micro
Initio Corporation
Inmetco
Innoventions
Inset
INSO Corporation
Integrated Circuit Systems, Inc.
Integrated Device Technology
Integrated Information Technology
Inc.
Integrated Micro Solutions, Inc.
Integrated Technology Inc.
Intel Corp.
Intel Corp.
Intel Corporation
Intelligent Computer Solutions
Intelligent Micro Software Limited
Intelligent Systems
Interactive Computer Products
Interactive Ideas Ltd.
InterActivity Magazine
InterCon Systems
Interex Computer Products
Intergraph Corp.
Intergrated Network Solutions
Interlink Electronics
International Computer Graphics,

International Jensen Inc.
International Power Technologies
Inc.
Internet Direct
Interplay Productions
Inter-Tel, Incorporated
"In The Hood"
Invisible Software, Inc.
In Win Development Inc.
I-O Data Device, Inc.
Iomega Corp.
IONA Technologies
I/O Software, Inc.
I.P.C. Peripherals
IPC Technologies, Inc.
Irish Export Board
Israel Export Institute
ISYS-Odyssey Development
Iterated Systems, Inc.

J
Jabert U.S.A. Inc.
Jameslee Corporation
Janna Systems Inc.
Jazz, Inc.
JBL Consumer Products, Inc.
JDI Technologies
Jensen Tools Inc.
JetFill Inc.
JetForm Corporation
Jian Tools for Sales, Inc.
Jiaxing Shenglida Electronic
Factory Co., Ltd.
JIT Learning Products Inc.
J-Mark Computer Corp.
JMR Electronics, Inc.
Jostens Home Learning
Jourdan
J.R. Inkjet
JTech, Inc.
Jupiter Communications
Just CD'S
JVC Information Products Company of
America
J.W. Harbin, Inc

K
Kanagawa Trade Promotions Corp.
Kanrich Corporation
Kasan Electronics Co., Ltd.
K.C. Trading Inc.
KDS (Korea Data Systems)
Keane Inc.
Kelran Corporation
KeySonic Technology Inc.
Keystone Learning Systems Corp.
Keytec, Inc.
Key Tronic Corporation
Kila Systems
Kingston Technology
Kinyo Company Inc.
Kiosk Information Systems, Inc.
KiSS Technology
KIWI Computer Inc.
Kleban Group
Knowledge Industry Publications,
Inc.
Knowledge Media, Inc.
KnowledgePoint
Knowledge Quest
Knowledge Systems Corporation
Knoxland Travelware Manufacturing
Company

KNX Corporation
Konica Business Machines USA Inc.
Korea Trade Center
Korteam International, Inc.
KOSS Corporation
Kres Engineering
KT Technology
KTT/Henderson
Kureo Technology Ltd.
Kurzweil Technology Group
KYE International Corp.
Kyocera Electronics, Inc.

L
Labtec Enterprises, Inc.
LAC Corporation
L.A. Computer
Lang Chao Group Corp.
LANSource International
Lanworks Technologies Inc.
LaserCard Systems Corporation
Laserex Inc.
Laser Imaging International
Laserimpact
LaserMaster Corporation
LaserSoft, Inc.
LaserVend, Inc.
Lasonic Electronics Corp.
LA Sound International
Leading Edge Products, Inc.
Lead Technologies, Inc.
Learn Key
Lernout & Hauspie Speech Products
Leviton Telcom Manufacturing Co.
Inc.
Lexmark International, Inc.
LG Electronics U.S.A., Inc.
Liberty Systems, Inc.
L.I. Industries, Inc.
Lind Electronics, Inc.
Linksys
Link Technologies, Inc.
Linkworld Electronic Corp.
Lite-On Peripherals, Inc.
LITE-ON Technology Corp.
Living Books
Logical Operations
Logicode Technology
Logitech, Inc.
Lomas Data Products
Longshine Microsystems Inc.
Lotus Development Corp.
Luxor Corporation
Lytec Systems, Inc.
Lyte Optronics, Inc.

M

Machkey International Co., Ltd.
Macmillan Computer Publishing
Macromedia Inc.
Magic Solutions, Inc.
MAG InnoVision, Inc.
Magnetec Corporation
Magnetic Software
MAGNI Systems Inc.
Mailer's Software
Majestic International
Major Custom Cable, Inc.
Ma Labs, Inc.
Mannesmann Tally Corp.
MapInfo Corp.
MapLinx Corporation
MarketWare
Mars Computer Industrial Corp.
Maruda Techvision Limited
Mass Memory Systems
Mastersoft Inc.
Matrix Components, Inc.
Matrox Electronic Systems Ltd.
Maxell Corporation of America
Maxi Switch, Inc.
Maxtech Corporation
Maxtor Corporation
Maxus Group
McCaw Cellular Communications, Inc.
MCC Marcom Computer Services Inc.
McGraw-Hill, Inc.
MD&I Corporation
MDS Distributors
Mecklermedia
Media Computer Technologies, Inc.
Mediaform, Inc.
Media Graphics Int'l Inc.
MediaLogic Inc.
Media Synergy Inc.
Media Vision
Megamedia Computer Corp.
Megatex Corp.
Memory Card Technology, Inc.
Memory Experts International
Memory Products And More
Meridrew Enterprises
Merritt Computer Products Inc.
Mesonic
Metro Data Vac
Metrologic Instruments, Inc.
Metromail Corporation
MGV Memory Corporation
Micro 2000 Inc.
Micro Accessories Inc.
MicroAge
MicroBiz Corp.
Microboards Inc.
Micro Central, Inc.

Micro Focus, Inc.
Microforum Inc.
Micrografx, Inc.
Micro House International, Inc.
Micro Industries Corporation
Micro Innovations, Inc.
Micro Integration Corporation
Micronics
Micron Technology, Inc.
Microplex Systems Ltd.
Micropolis Corporation
Microrim, Inc.
Microsoft Corporation
Micro Solutions Inc.
MicroSpeed, Inc.
Micro Star Software
Microsystems Software
Microtech Inc.
Microtek Lab, Inc.
MicroTouch Resistive Products, Inc.
MicroTouch Systems, Inc.
MIDI Land, Inc.
Midisoft Corporation
Midwestern Diskette
Mighty Micro, Inc.
The Minden Group
Mind Path Technologies
Mindscape Inc.
Min Maw International
Minolta Corporation
Minuteman UPS
MIPS Technologies, Inc.
Miramar Systems
miro Computer Products AG
MiTAC International Corp.
Mita Copystar America, Inc.
Mitsuba Corp.
Mitsui Comtek Corp.
Mitsumi Electronics Corp.
MMF Industries
M & M Industries, Inc.
Mobel Electronics inc.
Mobile Office Magazine/ Cowles
Business Media
Moniker Inc.
Monogram Media, Inc.
Monotype Typography
Moses Computers, Inc.
Most Significant Bits, Inc.
Motorola Corp.
MountainGate Data Systems
Mouse Products, Inc.
MP Computer Parts Supply Co., Ltd.
MPI Multimedia
M-S Cash Drawer Corporation
MSI Channel Research & Consulting
MTC America
M Technology Inc.

Microclean, Inc.
Micro Design International, Inc.
Micro Exchange Corporation
Microfield Graphics Inc.
Multimedia Integrated!
Multi Media Studios
Multimedia World
Multiscience System Pte. Ltd.
Multi-Tech Systems, Inc.
Multi Union Trading Co., Ltd.
MultiVideo Labs, Inc.
Music Industries Corp.
Musitek
Mustang Software, Inc.
Mustek, Inc.
Mylex Corporation

MTX International, Inc.
Multicom Publishing, Inc.
Multi-Industry Technologies Inc.
MultiMedia CD Group

N
Nada Chair
Nae Wae Semiconductor Corporation
Nakamichi America
NANAO USA Corp.
Napersoft, Inc.
National Association of Desktop
Publishers
National Computers Plus Inc.
National Instruments
National Semiconductor Corp.
NationsCredit
NEC Technologies, Inc.
Neon Glassworks
Netcom On-Line Communication
Services, Inc.
NetGrafx
Network Computing Devices, Inc.
Network Music, Inc.
Neuralytic Systems
Newark Electronics
New Horizons Computer Learning
Center
New Media Corporation
NewNex Technology Corp.
NewTek, Inc.
Nexgen Microsystems Inc.
Niagara Mohawk Power Corporation
Nicom Computers Distributing, Inc.
Nimax
Nippon System Develpment Co.
Nishiden Computers America, Inc.
Nissei Sangyo America, Ltd.
NMB Technologies, Inc.
Nokia Display Products
NOMAI
NoRad Corporation
Nordstrom
Norris Communications, Inc.
NORTEL

North American Publishing Co.
Northgate Computers
Northwest Financial Leasing Inc.
Novacor Incorporation
Novalink Technologies, Inc.
Novell
NSM Jukebox
NTK Inc.
Number Nine Computer Corp.
NVIDIA Corporation
nView Corporation
Nytone Electronics

O
Oasis Computer Products, Inc.
Ocean Information Systems
OCLI Glare/Guard
ODME
Oki America
Oki America, Inc.
Oklahoma City Chamber of Commerce
Olympus Image Systems, Inc.
Omega Research, Inc.
Omnicomp Graphics Corporation
Omnidata International, Inc.
Omniprint, Inc.
Omron Corporation
On Technology Corporation
Ontrack Computer Systems Inc.
OnTrack Media
Open Computing Magazine
Open Systems Training
Optibase, Inc.
OPTi Inc.
Optivision, Inc.
Optrex/Satori
Orange Cherry/New Media Schoolhouse
Orevox USA Corporation
Our Business Machines, Inc.
Output Technology Corp.
Oxford Marketing

P
Pacific Bell
Pacific Coast Cabling, Inc.
Pacific HiTech, Inc.
Pacific Image Communications, Inc.
Pacific Microelectronics Inc.
Pacific Northwest Partnership
PacRim Labs
PacTec Corp.
Padix Co., Ltd.
Palo Alto Design Group
Panamax

Phoenix Technologies Ltd.
PhotoDisc, Inc.
Photran Corporation
PictureTel Corporation
P.I. Engineering Inc.
PI Manufacturing Corporation
Pinnacle Micro, Inc.
Pioneer New Media Technologies, Inc.
Pivotal Graphics, Inc.
Pixel
Pkware Inc.

Panasonic
Panasonic Communications & Systems
Company
Panasonic Industrial Co.
Panduit
Pantex Computer, Inc.
Paracom Corporation
Parallel Storage Solutions
Parana Supplies Corp.
Paris Business Products
Partner Tech USA Inc.
Pathlight Technology
PAWWS-Portfolio Accounting World-
Wide
PC411, Inc.
PC Concepts, Inc.
PC DOCS, Inc.
PC House
P.C. LapTop Magazine
PCMCIA (Personal Computer Memory
Card International Association)
PC Portable Manufacturer Inc.
PC Power & Cooling, Inc.
PDO Media North America
PDP Systems, Inc.
Peachtree Software, Inc.
Peavey Electronics Corporation
Peco Energy
Peed Corporation
Pegasus Imaging Corp.
Pelikan Inc.
Pen Computing Magazine, Inc.
Pengo Computer Accessories
Pentax Technologies Corporation
Penton Publishing
P. E. Photron
PERCON, Inc.
PerfectData Corp.
Perfect Solutions Multimedia U.S.A.
Performance Systems International,
Inc.
Performance Technology
Peripherals Unlimited, Inc.
Persoft, Inc.
PHD - Professional Help Desk
PHI Enterprises, Inc.
Philips Consumer Electronics
Company
Philips Media
Philips Semiconductors
PS Solutions, Inc.
Pt. Infotech Prima Industry
Pulse Metric, Inc.

Plantronics Inc.
Plasmon Data Systems
Platinum System International Corp.
Play Incorporated
Plesman Publications, Ltd.
Plextech America, Inc.
PLEXTOR
Plustek USA, Inc.
PMC
P.N.Y. Electronics, Inc.
Point of Sale Corp.
Polaroid Corp.
Popham Haik Schnobrich & Kaufman,
Ltd.
Portrait Display Labs
Positive Software Solutions
POSO International, Inc.
PowerBASIC, Inc.
Powercom America, Inc.
PowerPC Pavilion
PowerProduction Software
Powersoft Corporation
Power Techniques, Inc.
Practical Automation
Practical Peripherals
Precision Methods, Inc.
Preh Electronics Inc.
Pre Owned Electronics, Inc.
Presentation Electronics, Inc.
Pride Interactive Media Accessories
Primavera Systems, Inc.
Primax Electronics (USA), Inc.
Principia Products
Proactive Solutions Inc.
Procase
Pro CD
Process Software Corporation
Procom Technology, Inc.
Prodigy Services Company
Product Safety Engineering, Inc.
Programmer's Paradise
Programmer's Paradise Europe
Promedia, Company
Prometheus Products, Inc.
Promise Technology Inc.
Prostar Interactive MediaWorks
ProtoView Development Co.
Proxima Corporation
Proxim, Inc.
Psion Inc.

Q
Q&A Sales and Marketing
QDI Computer, Inc.

QLogic Corporation
QMS, Inc.
QSound Labs, Inc.
Quadrant Components, Inc.
Quadrant International, Inc.
Quality Computers Inc.
Quality Video & Special Products
Qualstar Corporation
Qualtec Data Products, Inc.
Quarterdeck Corporation
Quarton USA Ltd. Co.
Quatech, Inc.
Quest Telecom
Quickshot Technology Inc.
Quintar Company
Quyen Systems, Inc.
QVS, Inc.

R
Raceway Computers
Radix Corporation
RAID Advisory Board, Inc.
Raima Corporation
Rainbow Technologies, Inc.
Rainbow Technology
Rambus Inc.
Ram Mobile Data
Raven Industries
RBN Engineering
RCI - Raritan Computer Inc.
Re:Launch
Read/Right
Real Applications Ltd.
Reality Bytes
RealWorld Corporation
Recognita Corp. of America
Recoton Corp.
Regency Products
Relisys
Renewable Resources, Inc.
Repeat-O-Type Mfg. Corp.
Reply Corporation
Rescom Ventures Inc.
Retail Systems Reseller Magazine
Revered Technology, Inc.
Rexton Inc.
Rhetorex, Inc.
RHI Consulting
Ribbon Tree Trading Co., Ltd.
Ricoh Corporation
Riddler
Rimage Corporation
Ring King Visibles, Inc.
Robotel
Rocelco Inc.
Rocket Science Games, Inc.
Rockwell

Rockwell International Corp.
Roland Corporation US
Rose Datasystems, Inc.
Rose Electronics
Rota America
Royal Information Electronics Co., Ltd.
RSI Systems Inc.

S
SafeSupplies Inc.
SAFT America Inc.
Sales Curve Interactive
Sales Management Systems, Inc.
Salutation Consortium
Sampo Technology, Inc.
Samsung America, Inc.
Samsung Electronics America, Inc.
Samtron Displays, Inc.
Samwoo System Co., Ltd.
Sanyo Energy (U.S.A.) Corp.
Sanyo Fisher Corp.
Sanyo-Verbatim CD Company
Sarif, Inc.
SBT Accounting Systems
SciTech International Inc.
SCM Microsystems, Inc.
Scriptos Technologies S.A.
Seagate
Seagate Technology
Securdata SPA
Secure - It, Inc.
Sejin America, Inc.
SEMPRO
Seohan Electronics, Inc.
Septre Technologies, Inc.
Sercomp Corporation
Server Technology Inc.
SES, Inc.
Set Enterprises, Inc.
SGS-Thomson Microelectronics
Shape Inc.
Sharp Electronics Corporation
Shining Technology, Inc.
Shuttle Computer Int'l Inc.
Shuttle Technology Ltd.
Sicon International, Inc.
Sideface Publishing Inc.
Sierra Semiconductor Corp.
Sigma Designs, Inc.
Silicon Graphics
Silicon Integrated Systems Corp.
Silicon Sports
Sima Products Corp.
Simitar Entertainment
Simmsaver Technology, Inc.
Simple Technology, Inc.

Soft Cable
Softex 2000
Softkey International Inc.
Soft-One Corporation
SoftQuad Inc.
Software of the Future, Inc.
Software Publishers Assn.
Software Publishing Corp.
Software Security, Inc.
Software Supermarket, Inc.
Software Support, Inc.
Sola Electric
Solectek Corporation
Sonica Industries Limited
Sonic Foundry
Sony Corporation of America
Sony Electronic Publishing Company
Sony Recording Media and Energy Products Group
SoundKey
Sound Minds Technology Inc.
Source-Comm Corporation
SourceMate Information Systems Inc.
Source Technologies, Inc.
Southwest Memory, Inc.
Spacetech
Spatializer Audio Laboratories, Inc.
Specialized Products Company
Spectrum
Spectrum Multimedia
Spider Graphics, Inc.
Spirit of St. Louis Software Co.
Spraylat
Sprint
Sprint Manufacturing Corp.
Squitter Electronics
SRS Labs, Inc.
SRW Computer Components Co., Inc.
S&S International
SSI Products, Inc.
Stac Electronics
Stampede Technologies Inc.
Starfish Software
Star Media Systems
Star Micronics America, Inc.
State of North Rhine- Westphalia
Static Control Components, Inc.

Singapore Trade Development Board
Sirius Publishing, Inc.
Sky Hawk Computers (USA) Inc.
Skywalker Communications
Seliger Designs Inc.
SL Waber, Inc.
Smart and Friendly
Smart Modular Technologies
SMART Technologies Inc.
SMC-Standard Microsystems Corp.
Smith Micro Software, Inc.
SMK Electronics
S-Mos Systems, Inc.
SoftBooks, Inc.
Suckle Corp.
SUMDEX, Inc.
Summit Micro Design, Inc.
SunDisk Corporation
Sun Moon Star
Supermemo World
SuperMicro
Supplies Network
Supra Corporation
SusTeen Inc.
Swan Instruments
Swedish Trade Council
Symantec Corp.
Symantec Corporation
Symphony Laboratories
Synchronics
Syncronys Softcorp
Synergy Interactive Corp.
Synthonics, Inc.
Syntran Co., Ltd.
SyQuest Technology
Sysgration Ltd.
SystemSoft Corporation
Systems Plus, Inc.

Statx Brands Company
STB Systems, Inc.
STD Entertainment (USA), Inc.
S3 Incorporated
Storagepath
Storage Technology Corporation
Stracon, Inc.
Strata Distributing, Inc.
Strata Inc.
Stratus Computers
Streetwise Software
Stuart
Studebaker Worthington Leasing
Stylus Innovation

T
Tadiran Telecommunications
Tadpole Technology Inc.
Taiwan Shin-G Tech International
Co., Ltd.
Taligent, Incorporated
Talking Mouse Corp.
Tandberg Data Inc.
Tangarine Inc.
Tanji Design
Tapette Corp.
Tardis Technology, Inc.
Target Technologies, Inc.
Tatung Co. of America, Inc.
TDI Systems, Inc.
TDK Electronics Corp.
TDK Systems
TEAC America, Inc.

Trimm Technologies
Trinitech, Inc.
Tripp-Lite Manufacturing
TriStar Group, Inc.
TRI Tech Research, Inc.
Triton Technologies, Inc.
Trogon Computer
Tseng Labs, Inc.
T.S. MicroTech, Inc.
TT SYSTEMS CORPORATION
Tully Imaging
TwinBridge Software Corporation
Twinhead Corporation
Tyan Computer Corp.
Typhoon Software

Tech Data Corporation
Techmedia
Tech Organizer
Techworks
Tecmar
TecNotes
Tektronix Inc.
Telecomputer, Inc.
Teles GMBH
TeleSoft International Inc.
Teletec USA, Inc.
Teletronics International, Inc.
TeleVideo Systems, Inc.
Telex Communications, Inc.
Terrapin
Texas Instruments Incorporated
Texas Instruments Inc.
Texas Microsystems, Inc.
Tharo Systems, Inc.
THCA
Thesys Microelectronics
Thinkware
Times Trade Directories Pte. Ltd.
Timex Corporation
Titan Technology, Inc.
TMC Srl
TNT Logistics
Toray Industries, Inc.
Toshiba America, Inc.
Tosoh USA, Inc.
TouchStone Software
Touchstone Technology Inc.
Trace Mountain
Trade Fair Support Ltd.
Trade Winners Net Marketing Co.
Ltd.
Trans 2000 Inc.
Transamerica Commercial Financial
Corp.
Transcend Information, Inc.
Transitional Technology Inc.
Traveline
Traveling Software, Inc.
Trident Microsystems

U
UBI, Inc.
Ubi Soft, Inc.
Ulead Systems, Inc.
Ultera Systems
Ultima Electronics Corp.
UltraCoach
Ultrastat, Inc.
Unibind Inc.
UNI-CGS
UniGen Corporation
Unisys

United Chemi-Con, Inc.
United Parcel Service
United States Department of
Commerce
Universal Sources, Inc.
Unlimited Systems Corporation, Inc.
The UP Corporation
USA Megapower Technologies, Inc.
USA Technologies
USCYBER
U.S. Paging Corporation
U.S. Robotics Inc.

V
The Valis Group
Van Nostrand Reinhold
Varitronic Systems, Inc.
Varta Batteries Inc.
Vector International Research PTE
Ltd.
VeLa Research
Vemaline Products
Ventana Communications Group, Inc.
Verbatim Corp.
Verbex Voice Systems Inc.
Vertical Technologies, Inc.
VESA
ViaGrafix Corp.
VIA Technology, Inc.
VIC Hi-Tech Corporation
VideoLabs
VideoLan Technologies, Inc.
Videx, Inc.
ViewSonic
Viking Acoustical Corp.
Viking Components Inc.
Villa Crespo Software, Inc.
Viratec Thin Films, Inc.
Virtual I/O
Virtual Vegas
Visio Corporation
Visionetics International
Corporation
Visiware
VistaCom
Visual Edge Technology, Inc.
Visual Software
VITEC Multimedia
Viziflex Seels Inc.
Voice Processing Corp.
VoiceType Consortium
Voxware, Inc.
Voyetra Technologies

W
Walnut Creek CDROM
Wang Laboratories, Inc.
Wayzata Technology Inc.
Weidmuller Inc.
Weiser Telecommunications
Weitek Corporation
Welch Allyn, Inc.
Wenner Media
Westec Toner Manufacturer Pte. Ltd.
Western Digital
Western Telematic, Inc.
Westrex International
Wetech Electronics Inc.
Wetex International Corporation
(USA)
WIBU-Systems Winzenried & Buchheit
GmbH
Winner Products (U.S.A.) Inc.
Win Resources Computing, Inc.
Winsoft Corp.
The Winsryg Corporation
Winsted Corporation
Wintec Industries, Inc.
Wisecom, Inc.
Witch Desk, Inc.
Wizardware Ltd.
WizardWorks
Wiz Technology Inc.
Worldata
Worthington Data Solutions
Wright Line Inc.
WROX Press Inc.
X
Xerox Corp.
Xerox International Partners
Xtron Computer Equipment Corp.
XXCAL, Inc.
Y
Yamaha Systems Technology
Y.D. Far East Development (USA) Inc.
YUAN Technology, Inc.

Z
Zenographics, Inc.
Ziff-Davis Publishing Co.
Zoltrix, Inc.
Zoom Telephonics, Inc.
Zoran Corp.
Z-Ram
ZyXEL
...and more to come!

Adobe Forum STR Infofile

                    Ten Tips for Getting the Most
                              from the
                      Adobe Applications Forum

(GO ADOBEAPP)

´•   TIP 10 - Post your message in the best section
      A common reason for delayed or no reply is messages posted in an
inappropriate section of the forum. To help you pick the best place for your
message, here is a list of the sections on ADOBEAPP and a short description
of the purpose of each one.
+ Section 1: Chat Room +
      Have a question about what shareware is, when Adobe merged with Aldus,
where to find clip art, why CompuServe hung up on you, or how to
download/use a library file? Wish to send a happy birthday or
congratulations note to another forum member? Then this is the right
section.
+ Section 2: Pre-sale and Upgrades +
      This is the "customer service" section of the forum. Ask here for
information about purchases, upgrades, cross-grades, prices, phone numbers,
and addresses. When you place a message here, please indicate the country

you live in if you're outside the United States. This is not the right place for technical questions about Adobe products, even if you haven't purchased them yet.

+ Section 3: Acrobat +

Do you have any questions about using the Adobe Acrobat family of products? If so, this is the place to ask. Please indicate which platform and product you use in your message. If you wish to inquire about Acrobat development, post on the Adobe Systems Forum (GO ADOBESYS) in Section 4, Acrobat Developers.

+ Section 4: PageMill/SiteMill +

Questions about installing/using PageMill and SiteMill (former Ceneca products now owned by Adobe) for producing and managing World Wide Web pages should be posted in this section.

+ Sections 5 & 6: ATM/Type/Fonts, Mac & ATM/Type/Fonts, PC +

Having problems with Adobe Type Manager (ATM), SuperATM, Type Reunion or with fonts installed on computers using them? Need to know if the version of ATM you have is outdated? Questions about installing/using Adobe fonts and the Type-On-Call and Font Folio CD-ROMs also belong here. And this is place to get answers to questions like "Does Adobe make a Type 1 version of Sumerian Cuneiform Clay Ultrabold?" Select one of these sections for your post, according to your platform.

+ Section 7: Illus. Technique +

Share your Illustrator tips, tricks and helpful hints with other users in this section, or if you wish to accomplish a special effect but can't work out the steps required, ask here. This is a platform-independent section where you can discuss use of the tool, as opposed to the platform-specific sections which address technical problems using Illustrator (see below).

+ Sections 8 & 9: Illustrator - Mac & Illustrator - PC +

Need help installing/running Illustrator or using one of its many features? Ask in whichever of these sections is appropriate to your platform. This is also the best section for questions about Adobe Separator and Streamline.

+ Section 10: Photoshop Technique +

Have you created a unique effect in Photoshop, or would you like help learning how to do so? Share your discovery or find assistance in this section. If you have a technical question about Photoshop, choose Section 11 or 12 instead.

+ Sections 11 & 12: Photoshop - Mac & Photoshop - PC +

Photoshop is one of the most powerful, and most complex, applications on any computer platform. As a result, users often have problems with it. Tell us what yours are here, where you'll find expert help on call for Mac and PC Photoshop.

+ Section 13: PageMaker Technique +

Since PageMaker is virtually identical on both platforms, whether you're a Mac or PC user, this is the best place to ask about laying out pages, importing graphics, using the Story Editor, and other general PageMaker questions.

+ Sections 14 & 15: PageMaker - Mac & PageMaker - PC +

If you're unable to install, run, or print from PageMaker, or if you're having frequent crashes while running it, post in the section relevant to the platform you use.

+ Section 16: Persuasion +

Technical questions about Adobe Persuasion belong in this section. When you ask, be sure to indicate whether the question is Mac or PC, and which version of Persuasion you are using.

+ Section 17: PhotoStyler +

Although the Windows-only application PhotoStyler has been dropped from the Adobe product line, support for PhotoStyler users continues to be available in this section. Please ask about cross-grading from PhotoStyler

to Photoshop in Section 2, Pre-sale and Upgrades.
+ Section 18: Other Products +
     Do you use Adobe Dimensions, ScreenReady, Gallery Effects, PrePrint,
Type Align, or Fetch? This is the section where you can get help with these
and other Adobe products not specifically supported in their own section
(but please see footnote).*
+ Section 19: Adobe International +
     If you are located outside the United States, or in the states but you
use a foreign-language version of an Adobe product, this is the place to ask
your questions. You are welcome to post questions in your native language in
this section.
+ Section 20: Feature Requests +
     Are there features you would like to see added to, or changed in, any
Adobe application or plug-in to make it more useful to you? Tell the Adobe
developers what they are by posting in this section.
+ Section 21: After Effects +
     Adobe acquired After Effects from CoSA some time ago and recently
released a new version of the product. If you use After Effects on your Mac
or PowerMac, this is the place to meet other users and to get assistance
with problems using After Effects, the Effects Pack or the After Effects
Rendering Engine.
+ Sections 22 and 23: Premiere/Video, Mac & Premiere/Video, PC +
     Have questions video/animation products? These are the sections to ask
them in. Premiere and related products, both hardware and software, are
supported here.

´•   The following applications are not supported on ADOBEAPP. Both customer
  service and technical assistance are available as noted below.

- Products from the Adobe Consumer Division: ArtExplorer, TypeTwister,
HomePublisher (formerly PersonalPress), IntelliDraw, SuperPaint

  Support source: Adobe Systems Forum (GO ADOBESYS)
                  Section 8, Adobe Consumer Products

- Products from the Adobe Prepress Division: ColorCentral, PrePrint Pro,
PrintCentral, PressWise, TrapMaker, TrapWise, Open

Support source: Desktop Publishing Forum (GO DTPFORUM)
                  Section 13, Press/Prepress

- FreeHand (no longer an Adobe product)

Support source: Macromedia Forum (GO MACROMEDIA)

- TouchBase/DateBook Pro bundle, TouchBase, Datebook (no longer Adobe
products)

Support source: Now Software, 71541,170 or INTERNET:support@nowsoft.com

For help using the services of CompuServe in general, here are some
recommended sources.

- GO NEWMEMBER for an overview of how CIS and the forums work (FREE)
- GO PRACTICE for help with CIS and the forums in general (FREE)
- GO CIMSUPPORT for help with all versions of CIM (FREE)
- GO NAVSUPPORT for help with MAC Navigator (FREE)
- GO WCSNAVSUP for help with WIN CSNav (FREE)
- GO TAPCIS for help with DOS TAPCIS (+)
- GO OZCIS for help with DOS/WIN OZCIS (+)

- GO DVORAK for help with all versions of NavCIS (+)

´•   TIP 9 - Post your question only once
     After reading TIP 10, still not sure which section to put your message
in? If so, just take your best guess and post in that section. Please don't
post the same question in multiple sections of the forum. This practice
makes forum members who have to read your post repeatedly at their expense
rather testy, and accelerates the scroll rate (the period of time messages
remain on the board before being pushed off by newer ones). If warranted, a
sysop will move your post to a better section.
´•   TIP 8 - Count to ten before you post in anger
     It's wise to keep a courteous tone. It is not uncommon to let
frustration over a problem show in your message, but remember the sysops and
other members are people, too. A calm, rational, and polite appeal will
bring you higher quality assistance. For best results, explain the problem
as you would if you were face to face with a real person.
´•   TIP 7 - Take advantage of the resources in our libraries
     The libraries of the Adobe Applications Forum contain a wealth of
information. To get an overview of the files there, download APPLIB.SIT (for
Macs) or APPLIB.ZIP (for PCs) from Library 1. After decompressing the file,
you will have a listing of all library files which can be read in any text
editor or word processor. The catalog is updated on the first of each month.
´•   TIP 6 - Protect your product serial numbers and credit card numbers
     Omit your serial numbers and credit card numbers from public posts.
Should they be required to assist you with an upgrade or for another
legitimate purpose, you'll be asked by a sysop to provide it in a private
message or in email. Requests for this info from anyone who is not a sysop
should be reported to a sysop immediately.
´•   TIP 5 - Observe the conventions of CompuServe "netiquette"
     When you post a message on a forum asking for help or information,
revisit the forum every 2-3 days to check for replies. Asking a question and
requesting replies via email or Internet mail is considered impolite, and
sending email costs CompuServers money. It's improper to ask forum members
to dig into their own pockets to serve as your personal help desk when the
same help would benefit all on the public forum.
     Please do NOT send email requesting support to forum staff members
(sysops). Post your questions on the forum, where they will benefit from
wider readership and in many cases generate more suggestions than a private
exchange would provide.
     If you don't have a specific recipient in mind when posting a message,
address it to Sysop/All. This practice will make sure your post is seen by a
sysop, while inviting other forum members who may know the answer to reply.
Sending a message to "Adobe tech support" will not come to the attention of
anyone in particular.
     Compose your forum posts in standard upper and lower case. Messages in
ALL CAPS are hard to read, and some forum members find them irritating
enough that they'll decline to respond, even if they know the answer. All
caps should be reserved for times when you want to make it clear you are
SHOUTING.
´•   TIP 4 - When answering a message, use the reply function
     When you see a post you wish to respond to, use the reply option in
your telecomm software rather than sending a new message. Messages on
CompuServe are kept in "threads," which makes it easy for others to follow
the dialogue. When you post a new message instead of replying to an existing
one, it "breaks the thread" and destroys the continuity of the discussion.
     Please do not delete posts addressed to you when reading messages on
the Adobe Applications (or any other) Forum. When you do so, you remove it
permanently from the message board, breaking the thread and making it
impossible for other readers to find out what you were talking about in your
reply.

The only exception to "do not delete forum messages" applies to private ones. Since only you and the sender can "see" private posts (they are invisible even to sysops), the polite thing to do is delete them after reading, to avoid accelerating the forum's scroll rate (see TIP 9).

´•   TIP 3 - Reply to the person you're talking to

Be sure to reply to the specific person you are answering, rather than just tacking your reply on to the last message in the thread. When you do the latter, your post will not be flagged to the attention of the person you are answering, but instead will be directed to the last person who said something on the subject.

´•   TIP 2 - Describe the environment and problem in detail in your post

"I can't print, what do I do now?" doesn't help us to help you much. When you have a problem, please include as much information as possible about the problem itself and your system environment. Please tell us:
1.   Your platform, in non-Mac/PC areas
2.   Your hardware: computer, memory and disk space available, peripherals
3.   Your software: OS version + enhancements, application version + patches
4.   Your problem: What, when, where, why, how does it happen? Is it repeatable?

´•   TIP 1 - Become acquainted with the forum staff and how we work

With two exceptions, the sysops of this forum are not employees of Adobe. We do not have access to all the infinite variety of hardware and software options forum members and Adobe developers have, we work on our personal machines. We volunteer our own time each day to read and respond to requests for assistance with Adobe products.

We do our best to answer all messages, but occasionally a post falls through the cracks. If several days go by and your question has had no replies, please contact a sysop to make sure your post isn't overlooked entirely.

While non-sysop Adobe employees do visit and answer questions on occasion, they do it on their own time, and only as their time permits. When warranted, you can get help directly from Adobe Tech Support or from Adobe Customer Service through the sysops, who will gather the information needed from you and forward it to Adobe on your behalf.

CompuServe forums are not designed to take the place of extensive technical support nor real-time troubleshooting. If you are on a tight deadline, the quickest solution is to call the appropriate telephone number. A list of current phone numbers can be downloaded from Library 1 (see TIP 7).

This document was prepared by Adobe Forums Wizop JB Whitwell with suggestions and contributions from several other forum sysops and members. We hope you find it helpful. Please send feedback to JB at 76704,21. Last updated 10/23/95.

 ATARI/JAG SECTION
Dana Jacobson, Editor

From the Atari Editor's Desk   "Saying it like it is!"

I really want to be able to say that I'm surprised that the Atari computing section this week is devoid of articles, reviews, information, or announcements. I guess I'm not. It's been disappointing for quite some time, but it really hasn't (or shouldn't have) been a surprise. While there are still many of us enjoying these machines, developers haven't been breaking down many doors to put a lot of new and exciting products on the table. Sorry, did I let the cat out of the bag? <g> and, when new products do arrive, it's difficult to attract a few people who are interested in writing an article or review about it/them.

From my standpoint, it's disappointing because it's my goal here at STReport to keep you up to date as best as possible. With only so much time to devote to writing and researching, it doesn't leave me (or our occasional support staff) much time to really dig into a new product or update and really provide an in depth evaluation or commentary.

In fact, if it weren't for the Jaguar, there probably wouldn't even be an Atari section of STReport these days. Ironic, isn't it? What started out as a magazine that thrived on Atari computing news and information has evolved into something that's almost barren these days.

Perhaps I really need to re think our purpose here in the Atari section. Instead of trying to rely on what I did in the past, consider what you, as readers, are looking for in the present. And, how it still pertains to using Atari computers.

What are your ideas? You must have some. I see a lot of message activity in the Usenet so I know that there's potential out there. I'm open to suggestions and recommendations. If you have an idea, please drop me a line at "dpj@delphi.com" or at "71051.3327@compuserve.com" what have you got to lose? <g>

In the meantime, we'll still be around and doing what we can to provide you with news and information when we learn of it. Whether it be plentiful or sparse, we'll be here.

Until next time...

Jaguar Section

Hover Strike CD!! Pitfall!!
CATnips!! New Jaguar Video!
Atari Web Page! And Much More!

From the Editor's Controller - Playin' it like it is!

All right, you were paying attention to what you read last week. I got a few e-mail messages asking what happened to the Rayman review that was bannered at the start of the Jaguar section. Well, it got cut...for agood reason.

What some people may not realize is that we depend on Atari, developers, and distributors for evaluation copies of their products for review purposes. Well, like anyone wanting news to get out via the press, you send them a press release or product for review. It's the way that it's done folks. With regard to Rayman, we did have arrangements made to get at least one copy and perhaps two, for review. The arrangement fell through. In my eagerness to play and review the game, I made other arrangements to

get a couple of copies through a distributor, and at a discount. Okay, my
intentions were good, but I forgot the first cardinal rule for reviews: "You
don't pay for a product for review!"

     There are a number of ways for a company or developer to arrange review
copies of products. The customary way is to send a product, along with any
press materials, gratis (that's free!). This is a way of saying: "Here's
our product, we'd like to see you do a review of it in your publication."
No strings, no guarantees. You do a review and make an honest evaluation.
Simple.

     Another way is for the company to send a product for a pre-determined
period of time. A review is done prior to that time limit, and the product
is returned. Or, instead, the reviewer is allowed an opportunity to
purchase the reviewed product at a significant discount.

     I must state that most 3rd party developers, and Atari itself, has been
extremely cooperative with sending us evaluation copies of their products.
There have even been a number sent to us that were unsolicited, which should
be the norm, by the way. At times, we have to hound some of the 3rd party
folks; if we don't get something, we can't review it. Who are the losers?
You, the readers. And, the company who doesn't take advantage of "free
advertising". Does the press lose? Nope. It gives us time to work on
other material, perhaps a game of a competitor!

     Anyway, I rambled on long enough. I just wanted to publicly reply to
the various messages and perhaps to anyone else who was wondering what had
happened to the review.

     There are a number of games currently in production, or just short of
going in. Remember the dealer/press video that I mentioned a month or so
ago? Well, that video depicts a LOT of the new games that are in production
and scheduled for the coming weeks. As I mentioned before, these games look
really hot. Out of all of the various videos that have been sent to me by
Atari, this one looked the best with regard to the quality of games coming
our way!

     A day or so after viewing this video (probably after looking it over 5-
6 times!), I called Atari's Don Thomas and mentioned that this was one video
that Atari should make available to the public. Well, at that time, there
were other more important things going on (JagWire, the Web site, GAMES!,
etc.) that the well-received suggestion was put on a back burner. Well, I
talked with Don again yesterday and he mentioned that this video is now
available! My suggestion to you is to grab one of these videos as quickly
as possible you won't be disappointed at all! The price is $8.95 plus
$4.95 for shipping & handling. Give Atari's Customer Service a call at 1-
800-GO-ATARI or drop Don Thomas a line via the Internet or CompuServe at
75300.1267@compuserve.com. If you leave him a message, add that you read
about the offer in STReport!

     We've been talking about the online CatFights for some time now and the
end is near for the first debate. As I sit here, closing remarks have
started and will hopefully be completed by the time this column gets
submitted. If so, we'll include it this week; if not, next week. For those
of you who are CompuServe users, we'll post the debate in aspecially marked
CatFights Jaguar forum topic area and the debate/discussion will continue
for your online enjoyment. In the meantime, we'll be considering topics for
the next debate. I'd like to thanks STReport's Craig Harris and AEO's
Travis Guy for their roles in the first debate it's been fun!

     Well, let's get to the rest of this week's issue so that you'll have
some time to get in a few rounds of your current favorite Jaguar game!

     Until next time...

Jaguar Catalog STR InfoFile -   What's currently available, what's coming

out.

Current Available Titles

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	$29.99	Atari Corp.
J9005	Raiden	$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/Crescent Galaxy	$29.99	Atari Corp.
J9010	Tempest 2000	$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	$69.95	id/Atari Corp.
JA100	Brutal Sports FootBall	$69.95	Telegames
J9008	Alien vs. Predator	$69.99	Rebellion/Atari Corp.
J9029	Doom	$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	$39.99	Atari Corp.
J9003	Club Drive	$59.99	Atari Corp.
J9007	Checkered Flag	$39.99	Atari Corp.
J9012	Kasumi Ninja	$69.99	Atari Corp.
J9042	Zool 2	$59.99	Atari Corp
J9020	Bubsy	$49.99	Atari Corp
J9026	Iron Soldier	$59.99	Atari Corp
J9060	Val D'Isere Skiing	$59.99	Atari Corp.
	Cannon Fodder	$49.99	Virgin/C-West
	Syndicate	$69.99	Ocean
	Troy Aikman Football	$69.99	Williams
	Theme Park	$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	$59.99	Williams
J9009E	Hover Strike	$59.99	Atari Corp.
J0144E	Pinball Fantasies	$59.99	C-West
J9052E	Super Burnout	$59.99	Atari Corp.
J9070	White Men Can't Jump	$69.99	Atari Corp.
	Flashback	$59.99	U.S. Gold
J9078E	VidGrid (CD)		Atari Corp
J9016E	Blue Lightning (CD)	$59.99	Atari Corp
J9040	Flip-Out	$49.99	Atari Corp
J9082	Ultra Vortek	$69.99	Atari Corp
C3669T	Rayman	$69.99	Ubi Soft
	Power Drive Rally	$69.99	TWI
J9101	Pitfall	$59.99	Atari Corp.
	Hover Strike CD	$59.99	Atari Corp.

Available Soon

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	Dragon's Lair	TBD	Readysoft
	Demolition Man	$59.99	Atari Corp.
J9061	Ruiner Pinball	$59.99	Atari Corp.
J9031	Highlander I (CD)	$59.99	Atari Corp.
J9069	Myst (CD)	$59.99	Atari Corp.

Hardware and Peripherals

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       CAT #        TITLE                    MSRP          MANUFACTURER

   J8001     Jaguar (no cart)        $149.99         Atari Corp.
   J8904     Composite Cable      $19.95
   J8901     Controller/Joypad   $24.95            Atari Corp.
   J8905     S-Video Cable        $19.95
             CatBox          $69.95              ICD
   J8800     Jaguar CD-ROM   $149.99        Atari Corp.
   J8908     JagLink Interface   $29.95            Atari Corp.
   J8910     Team Tap
        4-Player Adapter)   $29.95            Atari Corp.
   J8907     Jaguar ProController     $29.95            Atari Corp.
   J8911     Memory Track       $29.95            Atari Corp.
   J8909     Tempest 2000:
        The Soundtrack       $12.99            Atari Corp.
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Industry News STR Game Console NewsFile - The Latest Gaming News!

                    Hasbro Games to Go Electronic
     Look for your favorite Hasbro Inc. games and toys, such as Scrabble,
Candyland, and Mr. Potato Head, to go electronic. The Pawtucket, Rhode
Island-based game maker is forming Hasbro Interactive Worldwide as a new
unit that will develop and market floppy disk, CD-ROM, and online versions
of Hasbro's products.
     Hasbro says it is looking to take a leading role in the "edutainment"
software field. The company will publish its products in North America,
Europe, and Asia under the Playskool Software and Hasbro Interactive labels.
The new unit will be based in Beverly, Massachusetts, with offices in
California and London.
                    Iran Issues Islamic Video Game
     Iran has gone high-tech in its efforts to instill religion in its
people, issuing what state-run Tehran television calls "the first computer
game embracing Islamic moral values and beliefs is being developed at an
Iranian research center." Reporting from Tehran, the Associated Press says
the TV report quotes the head of the center, identified only as Mr. Sho'ai,
as saying the games would be mass-produced. But the report gave no details
about the games themselves. "Iran's clerical government has been trying to
reconcile the puritanical values of the 1979 Islamic revolution with modern
technology," says AP. "Already, the Iranians have developed a number of
computer programs for the Koran, Islam's holy book. One program can search
through verses in the text for specific words or subjects."

 Jaguar Cheats, & Hints STR InfoFile - Solving Those Riddles!

     Here's a tip to finding the original Pitfall Easter egg in the Jaguar
version of the game, from CompuServe's Jaguar Forum:
     Haven't found a special code to jump to it yet, but in the fourth level
of the game (Lost City Of Copan) when you enter you'll see a scorpion which
looks strangely out of place. Go to the right and climb to the top level you
can reach by going straight up. Jump off to the left and you'll land on the
ledge with the scorpion. Go into the door. You'll see another of those

white, jaggy scorpions. Go to the left, and you'll hit a hidden "bounce"
object. The bounce will take you near the top of the area you're in, so go
to the right and you'll drop in on a large spinning "warp" icon.
     That will take you to the 2600 Pitfall with three lives and 20 minutes,
just like the original. The sound effects are pretty good, but the graphics
and gameplay are exact. You can re-play this for as long as you want. When
you lose the third life, just head for that bounce object and hit the warp
again.
Enjoy!

Dan Skelton
Antique Videogame Aficionado and Proud Jaguar Owner

Jaguar Online STR InfoFile   c   Online Users Growl & Purr!

         CATnips... Jaguar tidbits from Don Thomas   (95.10.22)

Wow, another week of and so much happening...

Silicon Times Report is on a roll again. Issues 1141 and 1142 have combined
in to one big issue. Look for the latest issue on CATscan 209/239-1552, in
the Jaguar forum on CompuServe (type GO JAGUAR) and in other prominent on-
line locations.
 Atari Explorer Online and Silicon Times Report both have direct hyperlink
access from Atari's JAGWIRE web domain. The domain is accessible with
http://www.atari.com as the URL. By the way, as of Thursday, October 19 at
6PM, there were over 300,000 hits on the JAGWIRE domain.

According to Mr. Jim Benson of Texas Instruments...

Date: Mon, 16 Oct 95 16:22:53
From: Jim Benson <jben@msg.ti.com>
Organization: Texas Instruments
To: Atomix (address withheld)
Subject: Atari Site -- Excellent!

     Dear Sir:

     The Atari Website is great!
     Fast, easy, attractive!
     Regards, Jim Benson

     Thanks Jim!

If you haven't heard, Pitfall! The Mayan Adventure is in stores NOW! Here's
what Mr. Sal Manfredonia says of it on the Internet...

Date: Wed, 18 Oct 1995 23:48:49 -0400
From: Sal Manfredonia <hysteria@gti.net>
To: Multiple recipients <jaguar@bucknell.edu>
Subject: Pitfall: The Mayan Adventure

Comment: Discussion of the Atari Jaguar and
          video gaming industry

I got a chance to try the new Jaguar version of Pitfall: The Mayan Adventure
for a few minutes.

      The game is very cool. Here's a brief rundown: The legendary treasure
hunter Pitfall Harry has been abducted by some Mayan god. You're guiding his
teenage son, Harry Jr., through perilous jungles and ruins to rescue your
father. Armed with a sling (which doubles as a whip) and some stones, you
run, jump, climb, crawl, swing, and ride through a platform-based action
adventure. You'll fight off dangerous beasts and grab valuable treasures as
you search for dear old dad.
      It doesn't seem radically different from the Genesis or SNES versions
that I've also played, but the graphics look cleaner and more colorful
(similar to the Windows 95 and 32X versions), and it's supposed to have some
other added features that aren't found in any other version.
      I have a beef about the review on NUKE (EGM's web page). If you
remember, I asked if anyone knew whether or not the game had music. Well,
the EGM reviewers were right to an extent. When I first saw the cartridge I
didn't hear any music. Then, after we plugged it into the Jaguar and turned
it on, we heard music. What was EGM thinking?
      Perhaps they hit the "0" key to turn off the music and didn't realize
they did that. What morons. Other than that, I agree with everything else
they said. It does have great control, which they mentioned in their review.
The manual says that if you have the ProController, you can use the X, Y,
and Z buttons to change weapons rather than pressing Option repeatedly.
Since the new buttons are supposed to be mapped to keys on the numeric
keypad, I would guess you could do the same by tapping the appropriate
numbers, but I haven't tried it yet.
      The game also has a feature to let you save your progress after each
level. I don't remember if the Genesis or SNES versions had this feature,
but I don't think they did. (They might've had passwords though). For the
nostalgia buffs, an adaptation of the original Atari 2600 Pitfall! game is
hidden somewhere as a "game within a game." There are also rumors of a
second hidden game as well. Perhaps this has something to do with the
"secret ending" you get when finding the letters that spell "Pitfall."
      The conversion was handled by Imagitec Design, who also did Raiden,
Evolution: Dino Dudes, Zool 2, and Bubsy in: Fractured Furry Tales for the
Jaguar, as well as the music in Tempest 2000 and the upcoming Defender 2000.
So far, it doesn't seem to be a game that would sell Jaguar systems, but it
is a great game in itself for Jaguar owners who would like the game and
don't already own another version. If you enjoy challenging, involving
action-adventure platform games, and you want the best version of one of the
best titles in the genre, make tracks for the Jaguar!

--Sal Manfredonia (hysteria@gti.net)

      Mr. Jeff Norwood, Publisher of Jaguar Journal, tells me that the next
Jaguar Journal should be available on or near October 28. Readers can find
it on CATscan by dialing 209/239-1552 or in the Jaguar forum on CompuServe
or on other popular on-line services.
      On Wednesday, November 22, The Jaguar Journal will host another
conference in The Atari Jaguar Forum on CompuServe. It all starts at 8 PM
ET. Main focus will be on the holiday shopping season, and what Atari and
3rd's plan to do for the selling season. (The day after Thanksgiving is
usually the busiest retail shopping day of the year.) In addition to that,
there will be focus on the new JagWire Web Page, and some giveaways.
      On Wednesday, November 25, The Jaguar Journal will be issuing the

Jaguar Holiday Shopping Guide to Jaguar games. There will not be a Jaguar Journal (regular issue) in November. For the Holiday issue, Mr. Norwood is asking that Jaguar owners and players send their individual opinions on any and every title they can. Send them to the E-Mail address of 74447.531@compuserve.com, and many may be used in the shopping guide.

Hey Lynx gamers...

    Note that Super Asteroids/Missile Command is a fun-packed new Lynx title that offers two great classic games on one explosive cart. Battlezone 2000 is also just released and stores either have them or are getting them real soon. If you cannot find these great titles at your Atari retailer, call 800/GO-ATARI during business hours for a dealer referral or to make a purchase. Super Asteroids/Missile Command and Battlezone 2000 each retail for just $39.99 each. About 60 other great Lynx titles are also available. Call 800-GO-ATARI during business hours to order a free color catalog. Many games start at just $14.99 and the selection includes great titles such as Klax, Joust and Pit Fighter.
    A new updated video tape is available from Atari. The tape includes great sequences from the most recent new releases as well as upcoming hits. PLUS the tape includes Atari's new television commercial. To order, call toll free by dialing 800/GO-ATARI during business hours or contact me at 75300.1267@compuserve.com. The tape is just $8.95 plus $4.95 shipping and handling. California residents must add 69 cents for sales tax. Master Card and Visa accepted. (Dealers and distributors should contact their Atari Sales Rep for information regarding obtaining this tape for your store(s)).
    The next "Fun 'N' Games" Day at Atari for the gaming press is Tuesday, October 24. Expect to hear from your favorite gaming mags soon with upcoming previews from Atari. Just to confirm, Hover Strike: Unconquered Lands did start shipping to stores last Friday. Make sure to get your copy from retailers ASAP! This is the first CD title out for the CD-ROM with exception to the pack-ins. Expect to see quantities to sell through fast. Highlander is due out next week. Remember to also ask your retailer for the ProController (more buttons, more action), the JagLink (the only licensed way to link two Jaguar systems together to play Doom) and the Team Tap is still available as a freebie with White Men Can't Jump (for a limited time).

A reminder... Adweek thinks Jaguar Spots Rule!

    There aren't many TV commercials that make Adweek's Best Spots designation, but the new one for the Atari Jaguar did... On page 34 of the October 16, 1995 issue of Adweek, the Atari Jaguar is listed with the likes of AT&T, Levi's, MCI and Xerox for September's best picks. If you haven't seen Atari's latest commercial, check out the new video offered by Atari or download the cool AVI from CompuServe's Jaguar Forum.
    I've already received a lot of great reviews, comments and feedback for the most recent Atari Jaguar 64 releases. Please keep them coming. I will be compiling them for an upcoming CATnips...

A quick overview for Atari's first JaguarCD game, "Hover Strike, Unconquered Lands", again from CompuServe:

Sb: Hover Strike CD Review
Fm: Brian Mclaughlin 102006,3407
To: all
    Being true to my word, here's a quick review of Hoverstrike CD. I feel, however, I should point out that I never did play Hoverstrike on cart, so I can't compare the two for those who would like to know what the differences are. So on with the review...

The Generalities...

     Okay, pretty simple. You're in command of a Hover Tank with various weapons at your disposal. You have missions you must complete, and you can collect powerups along the way. The powerups allow you to gain extra missiles, mortars, etc or to increase your power or shield energy. Needless to say, these come in quite handy as you're going up against countless enemies bent on turning your hover tank into a pile of scrap metal.

The controls...

     The controls seem pretty responsive to me for the most part. It takes a little getting used to controlling a hover tank, but it becomes second nature once you get used to it. For those who don't like that "sliding", there is an option to turn it off, and, as a matter of fact, that is the default setting in "Easy" mode, however, I haven't tried it yet, so I can't tell you what it's like. The only thing to be prepared for, as you run into hills and dips in the landscape, your hover tank tilts and bobs, as you would expect, however, there's been more than one occasion where I had to stop the craft to regain control. Also, for those who don't like the cockpit view, you can switch to an external view. This view allows you to zoom in and out and to rotate the view around your tank.

The Framerate...

     This seems to be a major point among games these days, and, as far as I'm concerned, this one moves along quite smoothly, however, I do not know if this is any different than the cart version.

The Graphics...

     The graphics seem quite nice, with some pretty nice textures, from a landscape that can only be described as "alive" in some missions, to missions on the ocean where your tank rocks and bobs on an ocean with undulating waves. Quite nice. As far as annoying "pop-up", you don't tend to see that here too often as everything is faded into view, asopposed to being popped into view. I also like the explosions. They're not perfect, but I do like the pieces flying everywhere when you blow something up.

     As for the CD extras, like the FMV, it seems pretty decent, and not too pixelated, however, I haven't seen too much of it as the only FMV so far has been the short opening sequence and the shot of your hover tank being brought back to the main ship after each mission. The back of the box however shows a scene I haven't seen yet, so I can only assume there is more as the game progresses.

The Sound...

     The sound effects are good. Nothing earth-shattering here, however, they do the job. The best way I can describe the music is as rock, and it fits the game quite well. It can be kind of dark at times, which works well, as most of this game has a dark feel to it. The only real problems I have with the sound is sometimes you lose some of the times. The one that seems to be missed most often is the sound of your plasma photons firing. Not a major problem, but one that probably should have been fixed.

The Nitpics...

     Just the little things that could have been better. My most major nitpic is the mission briefings, which consist of some text on the screen and a picture of you're main objective. It seems to me that since they have the space on a CD, they could have used it to at least do a voice-over on the mission briefing screen, if not something a little more extravagant like an actual briefing using live actors or what not. Another nitpic is the lack of a map during battle. It could help you plan your attacks a little better. Anyhow, as I've said, these are just nitpics. They don't really inhibit gameplay, just that there inclusion I feel would have made a better game.

The final score...

     Okay, in short, I like the game. Enough so that now I'll have to go buy the memory cart so I can save my game! Overall I give the game an 8 out of 10. Fun game, and a worthy addition to my library. If you don't have

the cart, I'd definitely recommend it.
Have fun gaming!

BYE

And, a quickie review of the new Lynx version of Battlezone 2000, also from
CompuServe:

Sb: #Battlezone 2000 Opinion
Fm: Larry Tipton 74127,601
To: All

Game Title: Battlezone 2000
Publisher: Atari Corporation
Developer: Handmade Software
Format: Cartridge
System: Atari Lynx

Review By: Larry Tipton

      Well, look what we have here. A new Lynx game... And boy what a game
it is! If you liked the original arcade classic you are going to absolutely
love this version. The developer did more than just add 2000 to the name.
The gameplay has been enhanced. No longer can you go in one direction only
to scroll off the top of the radar only to appear at the bottom again. Now
the game has boundaries! You cant just run away like you could in the
arcade version. You have to turn and fight. You also can choose from three
different tanks.
      Battlezone 2000 does a great job emulating the originals vector
graphics look. The volcanoes in the background even erupt. You can still
play hide and seek behind pyramids and blocks, although it can get tough
when there are several CPU enemies after you. There are several enemy
types: Saucers, Tanks, Supertanks, Heavytanks and Missiles.

The Main Game Screen includes the following:

´•   Shield, Fuel, Missile and Ammo Icon Status
´•   Radar
´•   Reserve Tanks
´•   Targeting Crosshair
´•   Timer
´•   Wave Number
´•   Enemies Required to defeat Points

And there is still plenty of display area!

Game Features:

´•   You can customize your chosen tank by adjusting the value settings for
   fuel, missiles, ammo and shields.

´•   There are power ups scattered across the battle field. Power ups will
   repair damage to shields, replace fuel, ammo or missiles.

´•   Multi player game! Up to 4 players. Each tank is a different color.
   Enemies are green. CPU enemies can be turned off. If a "real" player is
   killed, he can still drive around as a "ghost" tank and observe the action
   from the hereafter.

OK, Game Rating on a scale of 1 to 10, 10 being the highest obtainable

score:

```
Graphics   9
Control         9
Sound F/X 7
Music           7
Fun Factor      10
Replay          9
Value $$$ 9
```

MSRP $39.99   Look! -> $36.99 (Dave's Bits of Fun)

Overall Score   9

If you are a fan of Battlezone and portable gaming, you are going to love
this game!

Attention Atari Corp:
        PLEASE PUT OUT MORE QUALITY STUFF LIKE THIS FOR THE LYNX!

That's all for now,

Larry Tipton
And, if the above wasn't a big enough endorsement for some of the Atari
"classics" to be re-vitalized on the Lynx and Jaguar, here's another message
from the CompuServe forums:

Sb: Asteroids/Missle Command!
Fm: Robin E. Ward 73140,3121
To: All
    I just received the new Super Asteroids/Missile Command cartridge for
the LYNX. I've got to tell you...this is one of the best games I've
purchased in the last few months, and that includes for my Jaguar and my PC!
    First of all, having two of my all time favorite games; not just
nostalgic games, but "continually playable" games. I mean, these are games
that I still see others plunk quarters into at the local pub or arcade. My
copy of Microsoft Arcade for my PC, is my barometer for re-playability.
Everybody wants to play Missile Command or Asteroids at my workstation.
    Secondly, and most of all, putting those two games on ONE cart is a
great concept, especially for a portable game machine. This should be done
more often. Less to carry...more variety at your fingertips. What a perfect
way to showcase some real "classic" games.
    THIS is what a LYNX cartridge revival should be all about. Take
familiar games; give them superb, updated graphics and sound (as befits the
powerful processing power the Lynx has ALWAYS been capable of...); adapt the
game controls accordingly for the Lynx; add some new game elements (like the
"armory shopping trip" between levels in Missile Command or the weapon power-
ups in Super Asteroids), and what you get is a superb addition to the Lynx
library. A real "shot-in-the-arm" cart.
    Missile Command is great! New, textured landscapes and missile silos
look real impressive. The attacking missiles and responding defense missiles
move realistically and smoothly. The explosions in the sky and on the ground
(...shudder!) are 1st rate! Hint: put on some stereo headphones when
playing, gang, and hang on...yaw! The orbiting satellites and bombers are a
gas to see in action. And the updating of the classic, foreboding "Game
Over", is a real treat. Respectful to the original, but modernized, as
befits the updating. Finally, the purchasing of weapon upgrades between
levels and the escalating missile cache between levels is a much appreciated
improvement.

Super Asteroids was a VERY pleasant surprise when I fired it up. The
shaded texturing of the asteroids is gorgeous, as is the sparkling starfield
in the background. The use of auto-shields was neat, depleting with every
contact, until you are vulnerable to a stray stone. Adding the gun power-up
added a nice twist to the "classic" gameplay. With the appearance of the
flying saucers (weren't they called "Big Mo" and "Little Mo" by us gamers,
back in the '80's? Hmm...!), I feel like I'm snuggled up to my faithful
ATARI 2600 or my ATARI 400, bag of chip scattered on the floor, next to my
half empty bottle of Coke, in front of my 13 inch Sony TV, after school.
Nostalgia flashback or what!
     If I were to revive the Lynx in the public's eyes, today, THIS is the
cart I would use as a pack-in! Two classic games in one cart; superb (I mean
SUPERB!) modern graphics and use of sound; REAL gameplay (and re-
playability) and absolutely 1st rate packaging, both on the box and on the
label. This artwork reminds of the work done on the 2nd generation packaging
done on the 2600/5200 boxes. Realistic and dramatic: i.e: "...this isn't
just a game you're holding, kid...this is the real thing!!"; you know what I
mean?
     I caught Ted and Julie's name on the scrolling credits. Hey Ted and
Julie: give the rest of the Lynx crew a hand for me, will you? This cart was
a treat!
     Now...has anybody seen BattleZone 2000, yet? I can't get it, until my
fingertips heal...

Robin Ward

Jaguar CATBOX STR Review

                                CATBOX

Available Now

by: Dominick J. Fontana
(CompuServe: 74766,2154 or CIS:Fontana)
(Internet: Fontana@CIS.CompuServe.com)

Date of Review: October 26, 1995

BASIC INFORMATION:
Hardware   : Expansion device for Atari Jaguar
Manufactured by   : ICD, Incorporated
List Price   : $69.95

OPENING COMMENTS:
     The CatBox (CB) is a hardware expansion device for the Atari Jaguar.
It is claimed to add nine features to the Jaguar: three audio, three video,
and three communications. The unit is housed in an attractive heavy duty
silver-colored metal case and plugs into the DSP and AV ports on the back of
the Jaguar. You then connect the audio, video, and communications cables to
the back of the CB. No separate power supply is required for the CB, since
it draws its power from the Jaguar. The unit has "CatBox" in redlettering
and a picture of a black cat. Two red LEDs are used as eyes for the cat and
they light up steadily when the Jaguar has power applied to it and they
flash when communications data is being received. There are also two
internal jumpers that can be used to enable or disable two of the CatBox's
functions.   The CB comes with a temporary owner's manual, which consists

of three photocopied, typewritten pages, with printing on both sides of each
page, for a total of six pages, and a Warranty Registration Card. However,
the type, conditions, and length of the warranty are never mentioned. The
temporary manual states that the final manual will be mailed to purchasers
in May or June 1995, but to date, the final manual has not been completed
and mailed out. A copy of the temporary manual can be downloaded
fromCompuServe and GEnie.
WHAT IT HAS:
     The CatBox has the following connectors and controls on its panel,
which are grouped here according to the nine functions that the CB provides:

Audio:
1)   Two line level RCA (phono) jacks for left/mono and right stereo audio.
2)   RGB Monitor Audio, which is carried on Pin 9 of the Analog RGB
   connector (to be discussed shortly). This is a mono audio signal.
3)   Two stereo 1/8 inch (mini-phone) headphone jacks and volume control
   knob.

Video:
1)   Composite Video RCA (phono) jack for composite video output.
2)   S-Video 4 pin round mini DIN jack for S-Video output.
3)   Analog RGB female DB9 jack for Analog RGB video and mono audio output.

Communications:
1)   Two 6P4C RJ11 telephone type jacks for CatNet (network) communications.
   A three position communications toggle switch lets you select which of the
   three communications ports you want to use. An RJ11 telephone connector
   terminator plug is also included.
2)   DB9 male RS232 port for serial communications between two Jaguars or
between one Jaguar and a standard modem.
3)   DSP pass through port for future expansion.

WHAT IT DOES:
     The CatBox is designed to allow you to connect various audio, video,
and communications devices to the Atari Jaguar. The Audio section is pretty
straightforward. You can use standard RCA (phono) cables to connect the
Jaguar, via the CatBox, to any line level audio inputs, such as on your TV,
monitor, or stereo receiver/amplifier. There are left and right stereo
outputs, or you can use a mono output by just connecting a cable to one
output. However, the manual is unclear as to which output is the mono
output. In the "Line level audio" section it states that "the white colored
jack passes either left or mono audio." But in the "RGB monitor audio"
section it states that the RGB monitor mono audio signal "is automatically
disconnected when an RCA cable is plugged into the right/mono (red) audio
jack." It's no big deal, but the manual should be corrected to avoid
confusion. The bottom line is that you can get either stereo audio or mono
audio from the CatBox's line level outputs.
     The two mini-headphone jacks allow you to connect two sets of
headphones and regulate the volume with the volume control knob. Whenever a
headphone is plugged in, all other audio outputs are muted. The third audio
output is meant for use with Atari SC1224 or SC1435 monitors, or any other
monitor that receives mono audio through its monitor signal cable. That is,
in certain instances, you can connect a monitor to the CatBox Analog RGB
connector and have the monitor both display RGB video and play mono audio.
However, you can still opt to use the line level stereo output jacks for the
audio with these monitors, instead of the mono audio that passes through the
Analog RGB connector.
     The mono signal is automatically muted whenever you hook up cables to
thestereo audio outputs or to the headphone jacks. The mono audio output can
also be muted by removing jumper J1 (to be discussed shortly).

The Jaguar console just provides basic RF output, which connects to a TV's antenna input, to provide picture and sound to your TV. You can also get Composite Video and S-Video outputs from the Jaguar by purchasing special cables from Atari. These cables connect to the Jaguar by the means of a special connector on one end, that plugs into the Jaguar's AV port. While Atari doesn't directly sell Analog RGB cables, they can be purchased from Redmond Cable in Washington, but they are quite expensive.

The CatBox provides three types of video outputs: Composite Video, S-Video, and Analog RGB. These three outputs and the standard Jaguar RF output may all be used at the same time or in any combination to connect multiple video displays. The quality of the video outputs, from best to worst is: Analog RGB; S-Video; Composite Video; standard Jaguar RF.

The Composite Video and S-Video outputs can be used with any video displays that have Composite or S-Video inputs. With the CatBox you can just use a standard, and cheaper, Composite or S-Video cable, instead of the more expensive specialty cables that Atari sells. Note that with these video outputs, you still need to connect the line level audio outputs to your display device or to a receiver/amplifier, so you'll also need a pair of RCA stereo cables for the audio.

I would have preferred that the Composite Video output was physically located next to the line level audio outputs, since they all use RCA cables. Normally a composite cable has three RCA cables that are attached to each other, so it would have been nice to connect them to the CatBox all in a row. But the CatBox has the line level audio outputs located next to the S-Video jack, followed by the RGB jack, and finally the Composite Video jack.

The Analog RGB output can only be used with monitors with a Horizontal Sync rate of 15.75 KHz. These kinds of monitors are not too common today. The Atari ST and Amiga color monitors both supported this H-Sync rate. In addition, even if you have a compatible monitor, you might also need a special monitor cable adapter, so that you can plug the monitor cable into the Analog RGB output on the CatBox. You can purchase these adapters directly from ICD or have them make a custom adapter for you. You can also make your own cable adapter, and the manual providesthe pin connections you'll need to know.

There is also an internal jumper in the CatBox labeled J7, which allows you to select Vertical Sync or Composite Sync. If the vertical screen on your monitor is rolling, then set this jumper to the other position. You can also disable the mono audio signal which normally comes through the Analog RGB connector by removing the internal audio jumper J1. To change either of the jumpers inside the CatBox, you have to disassemble it. The manual tells you how to do this, but dip switches would have been better. The manual also provides a list of some of the Analog RGB monitors you can use with the CatBox, along with the adapter you'll need and the suggested jumper settings. Twelve monitors are listed and nine of them require special adapters.

On the communications side, the CatBox provides DSP pass through, CatNet, and RS232 communications. The DSP pass through will allow you to connect future devices to the Jaguar's DSP port, while the CatBox is connected to the Jaguar. You use a three-position toggle switch to determine which port you wish to use.

For some time now, Atari has been touting the JagLink capabilities of the Jaguar. This will allow you to connect up to eight Jaguars together for multi-player games. However, the game must have JagLink capability built in. I believe that, to date, only "Doom" has this capability, but at the time of "Doom's" release, Atari still had not released the JagLink cable. However, within the past few weeks Atari has finally released the JagLink cable. However, this is an expensive cable, since the cable hasthe equivalent of an RS232 port built into it.

There has also been talk for some time about using the Jaguar with a voice-modem. However, this still has not materialized. The communications

ports on the CatBox are meant to be used to perform similar network and modem capabilities. CatNet was developed for ICD by Black Cat Design to provide network capabilities similar to JagLink. The RS232 port is to allow multi-player games between two Jaguars or over a standard modem, but without voice. So you can play games with your friends over the modem, but you can't talk to them while you are doing so. However, just as with the Atari protocols, you cannot use CatNet or the RS232 port, unless the game is specifically designed to allow it.

As of this writing, only "Doom" has a two player head to head mode that supports the CatBox RS232 port using a null modem cable. This cable is cheaper than Atari's special JagLink cable. "Aircars" was also supposed to support the RS232 port as well as CatNet, but the future of that product is now in limbo.

What all this means is that you can connect two Jaguars together for a multi-player game by connecting a simple IBM AT type null modem cable between the CatBox RS232 ports on each Jaguar. Again, this will only work if the game supports it, and each person must have a Jaguar, a CatBox, and a copy of the game, plus you'll need a null modem cable. You can also use an IBM AT type modem cable to connect the CatBox to a standard modem. As of this writing, I don't believe there are any Jaguar games that support reliable modem play.

CatNet is a network standard that allows up to 32 Jaguars to play in a local network type environment. CatNet uses the 6P4C RJ11 telephone type connectors on the CatBox. However, these are not for connection to a modem. Again, I don't believe any games support this feature at this time. It is also meant as a replacement for JagLink.   The manual also contains a list of the cables and adapters, with their prices, which are available from ICD.
OPINION:

I wasn't able to test all of the functions of the CatBox. Actually, I was only able to test two of the audio functions, one of the video functions, and none of the communications functions. I have heard of others who have used the remaining audio/video functions successfully, but I cannot verify that information. Also, I cannot offer an opinion on how any of the communications functions operate.
Audio:

I used the stereo line level outputs connected to an RCA Dimensia TV and the TV was connected to a Pioneer stereo receiver and a pair of Technics speakers, and it sounded fine. However, it didn't sound any better than using Atari's Composite Audio-Video cable connected the same way. My biggest disappointment was with the headphone jacks. The output level was extremely low in volume. I used five different sets of headphones with the CatBox and they all produced the same results. The following are the headphones I used:
´•   Sennheiser HD400: Excellent on-the-ear large phones.
´•   Sennheiser HD250 Linear: A $299 top-of-the-line closed-back set of phones.
´•   Sony MDR-07: Excellent on-the ear small phones.   4) Realistic Nova '30: An old set of closed circumaural phones.
´•   Aiwa: A small set of on-the-ear phones that came with Aiwa's top-of-the-line "Walkman."

With all of the above phones, the volume level coming from the headphone jacks on the CB was extremely low. Sometimes, it was barely audible with the open phones, since they let in ambient sound. Also, the headphone jacks were placed too closely to the volume control. With the headphone plug inserted, it was very difficult to turn the volume knob. Also, the volume knob does not have a 0 position. That is, you can lower the volume, but you can't turn the sound off completely. However, the quality of the sound through the headphones was very good. Listening to stereo music and effects through the phones provides a different experience than

listening through speakers. It brings you into the action more and is quite exciting. It also allows you to play in silence, so as not to disturb others. Unfortunately, I cannot recommend using the headphone jacks on the CB, since the volume was too low. I've used headphones before by connecting them to my stereo receiver and the results could sometimes be breathtaking. Not so with the CB because of the low volume level. The inclusion of headphone jacks on the CB was a good idea that was not implemented properly. I was not able to test the RGB monitor audio.

Video:

I used the Composite Video output connected to a 27" color RCA Dimensia TV/Monitor. It produced a nice sharp picture with vivid colors. However, it didn't look any better than using Atari's Composite Audio-Video cable connected to the same TV/Monitor. I was not able to test the S-Video or Analog RGB outputs.

Communications:

I was not able to test the RS232 and CatNet ports or the DSP pass through.   When I finished testing the CatBox I asked myself who would benefit from owning such a device. It is claimed to provide nine different functions. But as a practical matter, it does not provide nine functions for the average user. It may provide the choice of using nine different functions, but most people will not use all nine. You'll basically use the best video display you can with it and forget about the other video options. Let's break down the nine functions by groups:

´•   Audio:

If you want to connect a monitor that will accept mono audio, then you will use the RGB monitor audio; otherwise you will not use it. So for most people, the CatBox provides stereo line level outputs and two headphone outputs. But you can also get the line level outputs with Atari's Composite Video and S-Video cables. And if you hook up those outputs to a stereo receiver, you can plug a set of headphones into the receiver or two sets with a Y adapter. Still, the inclusion of two headphone jacks with volume control on the CatBox was a nice touch. Many people don't connect the line level outputs to a receiver and therefore can't use headphones with the Jaguar. And a receiver only provides one headphone jack, unless you use a Y adapter, which is not suitable for two-player games. Plus, having the headphone jacks on the back of the Jaguar makes it easier to connect headphones and control their volume.

So being able to plug two sets of headphones into the back of the Jaguar, via the CatBox, and control their volume is a good idea. Unfortunately, the low volume level of the headphone jacks is a drawback. Given the choice between using the headphone jack on a stereo receiver or on the CB, I would chose the receiver. But if you don't have that choice, then you might be happy with using the headphone jacks on the CB.

´•   Video:

Everyone can use the RF output on the Jaguar as standard. And you can also use Composite Video or S-Video outputs, if you buy one of Atari's cables. You can also connect the Jaguar to an RGB monitor, if you buy a specialty cable from Redmond Cable. As such, the CatBox does not really provide any new video options. So if you already have a Composite Video or S-Video cable from Atari (which both include line level stereoaudio outputs), then from an audio/video standpoint, all you gain with the CB is the two headphone jacks and volume control.

I think one of the better uses of the CatBox is if you want to connect the Jaguar to an Analog RGB monitor or if you want to have more than one video display connected to the Jaguar at the same time. As I previously mentioned, you can connect an RGB monitor to the Jaguar with a special cable from Redmond Cable, but that cable is quite expensive. Plus with all the different types of monitors, you have to be sure that you get the proper cable from Redmond. But it appears quite easy to connect a monitor to the CatBox with just the purchase of the proper adapter from ICD (if your

monitor needs an adapter), and they are quite knowledgeable about which
adapter you'll need. Plus, you'll get RGB mono audio, for those monitors
that support it.
´• Communications:
    The DSP pass through isn't really a function, so that leaves the CatNet
and RS232 ports. So what do you do with the CatNet and RS232 ports? Well,
right now, not much, but that is because there's really no software support
for these features in the Jaguar games. And even if future games do contain
such support, you have to ask yourself if these are features that you will
use.
    For networked games, you need at least 2 Jaguars, 2 CatBoxes, 2 copies
of the same game, and another person to network with. However, you have that
capability right now with the recently released JagLink cable. With the
CatBox, you can either connect two Jaguars by their RS232 ports with a null
modem cable (cheaper than the JagLink) or connect up to 32 Jaguars with
CatNet, using inexpensive telephone cables.
    Modem play is still not available on the Jaguar, since Atari has yet to
release its voice-modem. Modem play is accomplished on the CatBox by using a
standard modem cable with a standard modem. However, you will not have voice
capability, so you can't talk to your opponent while you play. But modem
play is virtually a moot point, until there is enough software that supports
it. If that software appears, and especially if you already own a data
modem, then you're ready to go if you have the CatBox, since all you need is
a simple modem cable. That alone could justify the cost of the CatBox,
although you won't have voice capability. The price of Atari's voice-modem,
with headset/microphone, if it's ever released, will most likely cost more
than the CatBox.
    So the CatBox is a very cost effective solution for Jaguar
communications, but unfortunately there is virtually no software support for
it. Now that the JagLink has been released, we may see more networkable
software. But it's unknown whether we'll see modem support in future
software if Atari doesn't release its voice-modem.
CLOSING COMMENTS:
    It would have been nice if all the ports on the CatBox had been
incorporated into the back of the Jaguar as standard, but they weren't. So
if you just purchased the Jaguar and only have the RF output, then
purchasing the CatBox might be a good investment. You'll be able to utilize
better audio and video outputs, you'll be able to use two sets of
headphones, and you'll have communications options for networking and modem
play for the future. And you'll have all this at a potentially much cheaper
cost than if you purchased Atari's products (special audio/video cable(s),
JagLink, and voice-modem, if it becomes available). And the CatBox is even a
better value if you want to connect the Jaguar to an Analog RGB monitor
(with mono audio), since Atari doesn't directly support monitors, requiring
you to buy an expensive custom made cable from Redmond Cable.
    On the other hand, if you have already purchased a special A/V cable,
then right now the CatBox really doesn't offer you much. For instance, many
people have home theatre systems or have their TV connected to their stereo
system. Let's assume that you already bought the Composite Video cable from
Atari and you have the Jaguar connected to the composite audio/video jacks
on your TV. The Jaguar's graphics are sharp and colorful and its stereo
audio is playing through your stereo system. You can use two sets of
headphones by plugging them into your stereo receiver and using a Y adapter
and you can control the volume from your receiver.
    If you purchase the CatBox, you'll retire your Composite Video cable
from use and simply use the line level audio outputs and the Composite Video
output of the CatBox to make the same connections that you already had.
There will be no improvement in audio or video quality. And instead of using
a Y-adapter and two sets of headphones with your stereo receiver, you can
use the two headphone jacks on the CatBox, but the volume will be much

lower. You probably won't need or use the ScVideo or Analog RGB outputs or
RGB monitor audio. The DSP pass through isn't really a function, though it's
comforting to know it is available for future expansion. And the CatNet and
RS232 ports are of limited utility right now, for networking and modem play,
because of the lack of software.

So in this scenario, you literally don't add any functionality to the
Jaguar by purchasing the CatBox, and the headphone output won't be as good.
And you'll still have to purchase a standard composite audio/video cable and
possibly 1/4" to 1/8" adapters for your headphones. Of course, you could
then sell your Atari Composite Video cable in order to recoup part of your
investment in the CatBox.   I don't own the Jaguar CDcROM unit, but I was
assured by ICD that the CatBox and the CDcROM unit can both be connected to
the Jaguar without any problems, except that the CDcROM unit will probably
make it difficult to see when the LEDs light up in the cat's eyes on the
CatBox.

The final point I would like to make is that the connection between the
CatBox and the Jaguar is very loose and tentative. Connecting the CatBox is
simple, but it is not a set-and-forget proposition. Although the manual
cautions you to disconnect the CatBox when you move the Jaguar, I originally
thought that would only apply if you were transporting the Jaguar outside of
your house. I was wrong. You can't even pick up the Jaguar without having
the CatBox immediately fall to the ground.

So if you keep the Jaguar near your TV and then want to carry it to
your sofa or coffee table to play, you have to disconnect the CatBox, carry
the CatBox and the Jaguar to your playing position, and then connect the
CatBox to the Jaguar again. Then, you have to do the same thing when you
return the Jaguar to its place near the TV. It's a real nuisance. Plus, the
CatBox can sometimes come loose if you move the Jaguar while playing.
Between the flimsy CatBox connection in the back and the infamous flimsy
joystick connections in the front, it makes the Jaguar console feel like a
toy rather than a piece of high tech gear. Fortunately, it's very simple to
connect the CatBox to the Jaguar. It simply plugs into the A/V ports on the
back of the Jaguar. Also, remember to buy long enough cables for use with
the CatBox.
RATINGS (based on 1 to 10, with 10 being the highest):
Functionality: 8.5
Usefulness: 8 or 3 (see Comments)*
Sturdiness: 9.5
Ergonomics: 6
Manual: 7
Reviewer's Overall Rating: 7

QUICK RATINGS COMMENTS:
´•   Functionality: The CatBox basically works as advertised, but the
  headphone output volume was way too low, even with the volume turned all the
  way up.
´•   Usefulness: *8 If you haven't already purchased any special cables for
the Jaguar and you want to hook it up to an Analog RGB monitor, or ScVideo
or Composite Video inputs and/or stereo audio inputs, then the CatBox is a
good way to start. You can accomplish your audio/video hookup and have some
communications options for the future.   *3 c If you already have the
audio/video hookup that you want, then it's probably better to wait to see
if future Jaguar software supports the CatBox's communications options
before you purchase it.
´•   Sturdiness: Extremely well made and robust. It's built like a tank.
´•   Ergonomics: I didn't like the flimsy connection between the CatBox and
the Jaguar and I didn't like that the volume control was placed so close to
the headphone jacks. I also wish that the Composite Video output was placed
right next to the stereo line level audio outputs. And although the CatBox
is an attractive piece of hardware, it doesn't match the Jaguar console and

actually looks a bit funny when connected to it.
´• Manual: The manual was reasonably well-written and I only found one
typo, but the way it was presented was poor. Using three photocopied
typewritten pages is something I would expect from a computer shareware
product and not from a Jaguar hardware product.

Reviewer's Overall Rating:
    The CatBox is a good product, but with a limited audience. If it had
been released sooner, that is, shortly after the Jaguar's release, then
maybe it would have seemed like a more viable product. But now that the
Jaguar hasn't sold well and most of its early adoptees have already
purchased special cables for their audio/video setups, it makes the CatBox
look like it is offering too little, too late.
SUMMARY:
    Is the CatBox a good product and does it do what it claims? Yes, the
CatBox does what it's supposed to do, except that I thought the headphone
outputs were way too low in volume level. But it doesn't really offer
anything new, since you can accomplish what the CatBox does with other
products. But it does give you many audio, video, and communications options
in one compact, convenient, and sturdy product, and at a cost that is less
expensive that if you purchased separate products to do the same thing.
Whether or not you have a need for a product such as the CatBox depends
greatly on what special cables you have already purchased and on the
communications support in future Jaguar software.
    The bottom line is that if you just purchased the Jaguar, you might
want to consider the CatBox instead of a special Audio/Video cable and hope
that more software supports the CatBox's communications options in the
future. But if you already have the audio/video setup that you want with the
Jaguar, then it's probably better to wait until there is some software that
takes advantage of the CatBox's communications options before purchasing the
CatBox.

Online CatFights!   STReport and AEO Debates, Match #1

                         CATFIGHT!

JagWire partners Atari Corporation, CompuServe, STReport Online magazine,
and Atari Explorer Online magazine have organized a "battle of the onlines"
called CatFights. CatFights is an amicable term for an online debate between
pre-selected staff members from both magazines to discuss or debate a topic
dealing with Atari and/or its products.

The first debate is being represented by AEO's publisher/editor Travis Guy,
STReport by staff member Craig Harris. The debate's topic, selected by a
panel of "judges" (Atari's Don Thomas and CompuServe's Ron Luks and
Don Lebow) is:

     "If you were running Atari, which types of game would you give your
                              priority:
 RPG, Sports, shoot-em-up, adventure, driving/flying simulators, or other?"

STReport's Craig Harris gets the ball rolling...
    While I feel Atari should have a wide spectrum of titles for the Jaguar
system, the one area of focus that's an absolute must is the sports
category.
    Atari's presence in this genre has been close to nil - providing only

arcade-ish, unrealistic titles like White Men Can't Jump and the upcoming Barkley Basketball to fit the bill. While these titles are nothing to scoff at, they certainly leave the system gasping for the real thing. A handful of third-party companies have attempted to inject life into the virtual arena with Troy Aikman Football and Sensible Soccer, but these titles lack the graphical quality and game-play needed to attract gamers to the Jaguar.

What the Jaguar needs is a sports division, similar to Electronic Arts' EA Sports and Sega's Sports lines. Grab an image that proves Atari is serious about bringing sports to the 64-bit system. Hire designers and programmers who are committed to pushing the Jaguar to its limits, while providing to the wants and needs of the digital sports fanatics.

I definitely believe once the Jaguar has a number of top-notch sporting titles under its belt, it will receive the visibility the system so richly needs and deserves.

Travis Guy of AEO responds:
An Atari Sports game division. That makes me think of the arcade tabletop Atari Football video game of years back. Black-and-white "X"es and "O"s being controlled with a trak-ball. Mucho fun!

Creating a "Team Atari" line of sports games should go beyond securingone or two titles for each sport. Atari should aim at besting the top of the line computer sports games. Allow for networking/modeming - it's more fun when you the coach can scheme in secret. Insist on CD titles and a "statistics standard" - this would allow Memory Track-kept seasons and leagues, and Great Teams discs. Break the mold that video sports games have fallen into. Turn the video games into Video Sports Simulations.

It's an expensive proposition. The payouts for League and Player'sAssociation licenses would be very high. Yet this is one route I would like to see Atari adopt, and assign a "Sports Czar" to.

It's also a time-consuming proposition. It could take 12-to-18-to-24 months to start seeing the fruits of such work, and then we're into "next console" time. To fill the void, I think Atari should concentrate on "2000-izing" more of its classic titles. Now -that's- an audience just begging to be addressed!

Craig Harris/STReport:
While I agree that creating sporting titles is a timely affair, Travis, it's true with any genre...even with the 2000 series.

Case in point: Defender 2000. Minter's been openly developing this much-anticipated title way back since January-February, and the latest release date is, what? November. 10-11 months. Just because a game is based on an original, a legend, doesn't mean it has a shorter development schedule.

OK, even though I agree with the idea of pumping man hours into developing 2000-ized titles, these games will only please the existing user base... the ones who bought the Jaguar for the wonderful Tempest 2000, those who were expecting more classics to follow.

No, we need a genre that will sell systems, that will give Atari's user-base a huge shot in the arm, not a mild pinch. Having a large sports selection (cover the bases, Baseball, Football, Hockey, Basketball, Racing) will attract the audience Atari's trying to acquire. Sports games will do that for a system...just look at the Genesis.

(If anything, I'd like to see a CD with a series of Atari Corp. coin-op games, the one's that came out before the Atari split-up. Untouched, un-2000ed, straight out of the arcade. If Minter can port the original Defender game in a couple weeks, other programmers can do the same for Atari's original arcade library. Assign 2-3 games per programmer. Namco's doing it for the Playstation, why can't Atari do it for their own system? I, Robot comes to mind...)

Travis Guy/AEO:

Craig, we all agree that development time lengthens as more "goodies" are thrown in. Jeff started development on Defender 2000 back last October, and it's scheduled to hit next January. Pretty good for a one-man coding band.

A few other programmers have taken their own route to upgrading classic titles, and have achieved shorter turnaround times. Breakout 2000, which does not include a classic version, nor a "Plus" version, is a less-than-one-year in development game. Missile Command 3D, which includes all three versions, is likewise less than a year old.

I think the collective Jaguar developer consciousness has reached thepoint where a single "classic" title could be recreated and enhanced for cartridge in six to eight months. Four or so such teams could create quite an impact in just a year's time. I don't see that approach working with sports games.

To seize the sports market, someone will have to bring out truly innovative product. Applying current talent to lots of "me too" sportsgames, to get four to five of them on shelves in twelve months will not "make" the Jaguar. Come out with sports games that play better, or offer features found on current PC sports games, and you'll get attention. Come out with less, and you won't.

A CD with several classic-only games? I disagree on its appeal. The excitement of the "2000 mode" in the current games is worth the extra time involved.

Continue current development, initiate a few more 2000-titles (the more that are done, the greater the draw for the classic crowd), and fund the occasional bright idea that plays to the Jaguar's strengths. (Like a fully realized, networked tournament Ballblazer.) Then launch "Team Atari."

Craig Harris/STReport
I certainly don't expect Atari to seize the sports market, Travis. I'm not arguing that. Bringing out 5-6 sports games under a specific sport label will show system shoppers that Atari is serious about bringing the user-base what they want. Many people purchase systems based on sport selections, and buy other games to supplement their original purchase. That's where I think the 2000 games will benefit.

While you raise some very good points regarding development time and cost, I doubt that Atari can crank out a 2000-ized game in 6-8 months. The designer takes an existing classic game, pretty repetitive and boring to today's standards. He/she then has to add features to the gameplay to make the title more appealing and less repetitive, features that take advantage of the Jaguar's powerful hardware.

"Feature Creep" inevitably kicks in somewhere down the line. Since theoriginal idea is based solely on gameplay, no design script in the world is going to tell how fun the game's going to be. Most of the ideas will appear on-the-fly during development "This is boring. Let's add this." "Wouldn't it be great to have a level transition here?" "Nah, that doesn't work there. Use that here." "Mr. Graphic Artist, we need another background." Since Defender 2000 has been delayed until 1st Quarter 95, I can only guess this has happened to the team many a time.

Even if someone decides to design a me-too sports game, the developers at least have something to base the new game upon. In a hockey game, steal what works for NHL '96. For baseball, World Series '95. Racing, NASCAR and Indycar Racing. Use the existing ideas, but add innovative features that no-one has ever implemented, or implemented successfully. Me-too games don't have to be stuck in the mediocre rut.

Travis Guy/AEO:
Craig, me-too games are by definition, a repetition and therefore mediocre in their scope. Let's look at this choice from a marketing point of view.

If Atari had no sports games, that's a reason for sports game hungry consumers to not want to buy Jaguar. With a few sports games available, the Jaguar becomes but one choice out of many. With very good sports games available, even under an umbrella of a sports line, the Jaguar becomes a better choice - but it would still lack a "gotta have it" quality. With some innovative sports games available, the Jaguar would become a "no brainer" choice for that crowd, and this is the bracket I feel Atari should aspire to fulfill.

For example, offering a port of "John Madden Football" as good as anyother version, with a Jaguar innovation of allowing each player to plot his or her strategy on their own console is a nice step. Would development cost and time be better served by funding that in an attempt to make the Madden crowd choose Jaguar, when a well done break-the-mold football game design could entice all football fanatics? I don't think so. Remember, those who don't lead, follow.

As to the time involved with coming up with more "2000" games, I'vespoken with established developers before on this very subject. Given a firm design plan, an experienced programmer/artist team could bring a classic-and-new game out in under nine months with ease. Feature Creep is an odd thing. It's fun to dabble in, but terribly seductive. A good design plan can account for some creep, but in any event, it's something that can strike any game type.

Jeff Minter originally estimated that it would take him about a year to finish Defender 2000, and the Defender team has kept very close to that estimate. Not all potential 2000 games would be done to the level that Jeff could do, so I think we can dismiss the time this project has taken as being atypically long.

Let third parties bring out more me-too games if they want. Atari shouldn't. Atari can't seize the sports game market if they don't try, that's for sure.

Craig Harris/STReport:

So I guess Alien VS. Predator, wallowing in "me-too-ness," is mediocre. Heck, it's just Wolfenstein 3D with Giger-esque wall textures and enemies.

Seriously, if having Atari in a me-too rut is your main worry, thenproducing classic game titles is *not* the way to go. Half of Atari'sclassic library is available in retail and shareware versions oncomputers; the other half is available on the Gameboy. If they can readily obtain the game in its original form, why would they bother getting an "enhanced" version for a system they don't own? While working in retail, I had to verbally convince skeptics that Tempest 2000 is yards more fun than the original. Unless they physically experience the game in full, they won't bite.

Generally speaking, anything with an NFL logo, an MLBPA license, or anNBA all-star plastered on the label is going to get picked up. Initially, it doesn't matter how good the content is - if it doesn't grab the eye, it's going to sit. Atari needs to obtain images of recognizable names and games to grab the consumers. Alien VS. Predator was a great step in the right direction. Though I wasn't the least bit thrilled with the actual game, I was very happy to see the Jaguar get the attention from walk-by consumers. I sold systems to fans of the series, people who wanted to experience AVP on the Jaguar.

We're trying to sell systems across the board. I doubt little Jimmy will drag Mommy into Babbage's to show her Breakout 2000. Placing identifiable titles on the shelf will give the Jaguar much larger visibility, and licensed sports titles are the games with the most attention.

As for an original Jaguar game produced in less than 9 months, I won't be alone in saying that I'll believe it when I see it. (Missile Command could possibly make it.)

Travis Guy/AEO:
     Of course little Jimmy won't show Breakout 2000 to Mommy in the
store... but perhaps Daddy will. Appealing to old-time gamers with classic
perfect versions isn't a sign of me-too-ism, it's an endorsement of Atari's
own history. Coming up with a modern graphics-and sound-fired variation is
the draw for the younger crowd and the enthusiasts.
     Me-too-ism is taking the same old style of game, adding new music, a
different camera angle, dressier graphics, perhaps a league license, and
calling it improved. Feh. It's one of the best of its class, but how many
copies of Troy Aikman NFL Football (for all consoles) were picked up in the
last year?
     Move sports games from their current state of play, and take them into
the depths of simulations. Make each player actually respond to what they
could "see." Give each player realistic physical attributes. Account for
things like gravity and inertia. Motion capture technology can do some nice
things.
     In American football, there's 22 players on the field at any one time,
plus an officiating crew, and an oddly bouncing football. Add in crowdnoise,
coaching staffs, the weather, injuries, fatigue, and the playing field, and
there's still not enough variables to bog down a fast processor.
     Call it "Real Sports Football" if you want. Allow it to save seasonal
stats, and support multiple linked players in league play.... Simulate
Reality. Doing that will sell such a game to football fans. While it's nice
to have, worry about adding that six-figure pro league license next year.
     More than one current Jaguar game has gone from-start-to-shopper in
under a year. Take people who know the machine, give them a clear and simple
direction to proceed, and you can have a good game in under nine months,
easy. Muddy the waters, change your priorities (and back again), and 18
months are burned.

Craig Harris/STReport:
     Congratulations, Travis...you perfectly described Tempest 2000 in your
definition of "me-too-ism" (funny how I couldn't find that word in
Webster's). "Old Style Game." Yup. "Adding new music." Bigtime. "Adding a
new camera angle." Jeff added 2. "Dressier graphics." Does Melt-o-Vision
count?
     And the funny thing? I disliked Tempest in the arcade and disliked
Tempest in the Microsoft Arcade Pack. But I love Tempest 2000. Go figure.
     Troy Aikman wasn't a big seller for one main reason: It was from a
company without any history of sports titles. It also had stiff competition
from Sega and Electronic Arts with NFL '95 and Madden '95. And the game just
wasn't that good. Ok, three main reasons.
     Atari has no internal competition when it comes to sports titles. There
just aren't any, plain and simple. When people look at the system's library,
they say "No sports? I'll pass." Why did the 3DO sell as well as it did?
Answer: It had a very good looking (and ok playing) version of Madden
Football, and an EXCELLENT version of FICA Soccer. Heck, Goldstar packed
that sucker with their unit, and for a time they flew off the shelves. Now
developers are shooting 3DO in the foot by abandoning the genre that brought
them the user-base to begin with.
     Atari *needs* sports games, just as it *needs* a larger library of
titles and peripherals. I think I would more likely to see someone look at
the selection and say "No Baseball? Forget it." instead of "No Pong? Forget
it."

Travis Guy/AEO:
     Gosh Craig, here we are talking about sports games, and twice now
you've tried to take my words and make me say that first Alien vs. Predator,
and now Tempest 2000, are boring old games. You do need some sports games to

play.

     When talking about video games, Troy Aikman is Joe Montana is Quarterback Club is ESPN is Bill Walsh is John Madden, etc., all back to the first licensed NFL football video game. What's wrong with wanting to break the mold?

     You say TANFLF wasn't a big seller because it was from a company without any history of sports titles, and it had stiff competition from two other games. (It wasn't good? It plays better than your two mentions.) Given that, how can Atari ever hope to ever compete in the sports game arena? Live off of ports? "Please Mister Sega, can we play NFL 93???"

     Yes, our platform needs sports titles, but it needs fresh new sports titles. It needs innovation. It needs quality. Ports of timely, proven titles (like NBA Jam TE) are fine as a stopgap. (How long has that conversion taken? Less than six months? A veritable Jaguar speed record, wouldn't you say, Craig?) Think about it though, what if there were well done baseball and football sims coming out for Jaguar this Xmas along with NBA Jam TE? The cartons would be leaving skidmarks on the shelves. You want potential buyers to consider Jaguar as a choice.

     I want potential buyers to want Jaguar as a habit.

Craig Harris/STReport:

     To be honest, Travis, I wanted to show you that your logic was flawed, not to make everyone think you feel T2K and AVP are boring old games. That was just a side-benefit. <g>

     I explained that Troy Aikman Football failed because it had stiff competition from other known sports games, plus the fact that it wasn't that good (I stand by that opinion, as do many others.) I was referring to ALL TAF, not just the Jaguar version.

     Since there were no other football games available on the Jaguar, this title got some attention from Jaguar owners and Jaguar browsers alike. Many got returned. Admit it, the game was severely lacking in the graphics department. You had to dig well past the choppy animation and pixelated characters to experience the decent gameplay. Most never made it that far, basing the game solely on it's 64-bitness. Heck, it didn't even look 32-bit. Troy Aikman is a desperate man's sports title, nothing more.

     Back to the point: Since the Jaguar has little-to-no sports selections, it has no single sports game duking it out for the prime selection like the 16-bit systems do. "Do I go Madden or Montana? LaRussa or World Series? Fifa or Pele'?" There will be no comparison to games on the same system. Just bring us one good baseball game, one good football game, one good hockey game.

     Those system boxes will fly!

     At the very least, if Atari decides to port the EA Sports titles to the Jaguar, it would definitely re-enforce the statement those TV spots are covering: "Why would I spend $300 on a 32-bit system when I can get a 64-bit Jaguar system for $149?" I'd certainly see Atari in a whole new light if NHL '96 and Madden '96 made it to Jaguar format. Many current and future 32bit system owners are waiting for these EA Sports games on the bigger PSX and Saturn systems.

     NBA Jam in 6 months? While I won't start kicking my foot towards my mouth by saying I don't believe you, let's just say I'm not going to count chickens before they hatch...especially with Atari.

Travis Guy/AEO:

     My "logic was flawed"? How can you argue that, Craig? Were Tempest 2000 and AvP system sellers? No. They both =are= excellent games - close to, if not tops in their genre - and they both had the "name appeal" you seek. They moved a lot of Jaguars to be sure, but neither inspired hordes of gamers to buy Jaguar over another console.

     Ditto for TANFLF. Name recognition. League license. Perhaps the

bestfootball AI of its time. (Jaguar version.) Great gameplay. Good graphics. So-so sound. It certainly looks and plays better than the 16-bit crowd of football games, yet it's gone nowhere. (It plays better than 3DO Madden too, in more than one opinion.) You can't argue that the graphics alone kept it moribund. Face it, it's a me-too title, and if there were a dozen more ports like it on Jaguar, even spread over other sports, not much would change - no matter if they were EA Sports & Sega Sports titles.

To prove my point, answer this question. Which one console is the leader in sports games? Answer: None, because no one platform stands out. While the Genesis has an edge over the SNES in the 16-bit arena, 3DO (with graphically superior ports of two top EA titles) didn't take the crown away... and unless Sony or the Saturn will boast innovative team sport games, they won't either.

Again, you want Jaguar copies of what the market would currently consider to be good. While that would sell some machines, would it be enough to warrant the massive investment in doing a line of ports? I say no, it's not worth it, since it doesn't give Atari an edge. A small line of great games would. Remember the jump in focus when golf games moved from 2600 Miniature Golf to "Mean 18" to today's line of golfing simulations.

Oh, and Jaguar NBA Jam TE in six months? Definitely! Adisak finished White Men Can't Jump in June, and started on NBA Jam soon after. It's late October now, and the omelette's almost done. (Shameful plug: check the next AEO for our preview.) Barring an accident, Jaguar NBA Jam TE should be in stores by the end of the year. June to December. Do+The/Math. <grin>

Travis summarizes:
For a product to be successful, it needs a reason for buyers to select It over all others. Grabbing a market as competitive as the team sports video game market would give Jaguar a considerable edge in the video game console wars, as well as provide Atari with well-earned respect from gamers and the industry.

The current selection of team sports video games is little more thanredressed shovelware that can date its code roots back to the 80s. Since Atari currently has very little presence in the sports game market, Atari alone has the opportunity to redefine the sports video game market without obsoleting an installed base of software they've already heavily invested in.

Start by treating the games as simulations, like video golf games have become. Earlier video game consoles did not have the power to keep track of everything that could take place on a playing field, but Jaguar (and other Next Gen consoles) can. While there are those gamers who prefer flying shooters to flight simulators, and hovercraft shooters to tank simulations, team sports enthusiasts are not like that. The more realism you can offer them, the better.

These simulations should give players the maximum control of events possible, and a wealth of statistics to compile and review. Take advantage of networking the consoles, and offer multi-console league play. Motion capture will permit a more fluid, and a more realistic look to the play. CD storage for all the necessary data is a given. League and Player Association licenses are a large expense, but add the necessary touch of realism that these gamers crave.

The company that does these things will have a line of team sportssimulations so advanced, that what is currently on the market would be as appealing to buyers as clones of 2600 Football and Baseball would be. If Atari would do this, they would make yet another mark on the industry... and that would blast Jaguars out of the stores. PC co-development of such a line of sport sims would likewise be well advised. I submit this is a unassailable position.

Until such a line of games can be created, Atari should focus on updates of some of its classic titles. They represent a quick and popular

line of games themselves, and with the current crop of stellar Jaguar
programmers, they could each be a great draw.

With the last word, Craig:
     Two separate issues that were covered in this debate: Grabbing the
sports market, and grabbing the audience. Taking the "Sports King" crown
from EA Sports would be no easy task. The folks at Atari would be fools not
to try, though.
     No, the main issue here is having a large enough sports library to gain
an audience. Without any decent sports titles complimenting the Jaguar,
Atari can only hope to be third-rate. With the power of the system, and the
versatility of the controller, there is no excuse for not having any real
sporting games coming out of Sunnyvale after two years on the market.
     True, having pre-licenced, updated classics generously filling up gaps
in the software lineup would turn a few heads and sell many cartridges/CD's.
Games like I, Robot, Major Havoc, and Space Duel beg to be experienced all
over again. But focusing most of the development resources to this genre
would destroy any hope to hook sports aficionados. One, two or three people
to a classic team would be plenty. Move the star designers, programmers, and
producers to a sports development branch - most experienced programmers have
the skills to port the necessary "classic" code to the Jaguar metal. Consult
a 2000-icing roundtable for new graphic and gameplay features, with Minter
at the head. <g>
     Sports games are the main draw to any system. Without a decent library
of this genre, I'm afraid Atari will be lost in the shadows and forced into
the bargain bins.

ONLINE WEEKLY STReport OnLine   The wires are a hummin'!

                         PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
73637,2262

Hidi ho friends and neighbors. Well, my new column makes its debut this
week. The first installment of any column is tough. Please check out
"Tech... No Babble" this week and let me know what you think... It can
only help.

Now let's get on with all the great news, hints and tips available every
week right here on CompuServe.

From the Atari Computing Forums

Gary Patterson tells Sysop Don LeBow:

"I am so glad to see that there is still an 8 bit forum around. This
is really the only reason I signed onto CompuServe. I have so much 8
bit software whose disks are on their last leg. I would sure like to
grab a disk image of those programs and store it onto a CD-R drive
through a Win95 system. I can't find any programs that claim to read
Atari disks, but it seems like such programs were around in 1982."

Sysop Don tells Gary:

  "Welcome Home! [grin]

  Disk reading can be problematic, since the basic layout is so different
  with modern PCs (i.e. bigger sectors). Single density disks are just
  about impossible using a utility. Double density disks can sometimes
  work.

  If you still have the Atari functioning, it's also possible to make an
  attachment for it that plugs directly in to a PC and lets the two
  communicate fairly seamlessly. That's SIO2PC, and you can find more
  info in Library 12 by browsing S2PC*.* It does make disk images which
  can be used with the PC Xformer emulator, also available in LIB 12.

  For disk utilities, we try and always use PC as a keyword. So if you
  search the libs on that, you should turn up about everything we have.
  PC8.TXT in Library 11 has some general notes."

Big Dick McGee asks for help in viewing Atari format pictures on his PC:

  "I have recently downloaded some images that have the extentions *.arc
  and *.spc my question is are there any programs I can use to view these
  images through windows on my pc? I have a viewer but it doesn't
  support these types of files."

Albert Dayes at Atari Explorer Online Magazine tells Big Dick:

  "There is a file in the library to view Spectrum (*.spc) pictures on
  the IBM. Search the library using the keyword IBM and you will find
  it. You need an extractor program on your PC (similar to PK-ZIP) for
  ARC files. You might try the (GO PC UTIL) forum."

Masato Hashi asks for help with his CD Rom drive:

  "I tried to connect my Panasonic CD Rom drive to Falcon by using Pro
  Utilies last night.

  I could read CD Rom successfully under Multi TOS with the driver
  inclused in Pro Utilities but I wish if I coult read CD Rom under
  regular TOS since most of my favorite applications such as Cubase do
  not seem to run under Multi TOS.

  Is there any way to read CD Rom under regular TOS?"

Tom Harker of ICD tells Masato:

  "I believe that the program called "Extendos" from Roger Burrows
  allows this. I am not sure if the author is on CompuServe but it
  should be available from the larger Atari dealers like Toad Computer."

Alberto Sanchez jumps in and adds:

"Extendos is a great software, handling perfectly CDRom drives. You
can contact with Greg Kopchack at It's all Relative here on Compuserve.
His ID. is 70357,2312. Saludos from Spain...

This has nothing to do with Atari computers or with the Atari's video
game system, the Jaguar, but I thought it was interesting. Bob McCauley
posts:

"At the 1994 annual awards dinner given by the American Association
for Forensic Science, AAFS President Don Harper Mills astounded his
audience in San Diego with the legal complications of a bizarre
death.Here is the story.

On 23 March 1994, the medical examiner viewed the body of Ronald Opus
and concluded that he died from a shotgun wound to the head. The
decedent had jumped from the top of a ten-story building intending to
commit suicide (he left a note indicating his despondency). As he fell
past the ninth floor, his life was interrupted by a shotgun blast
through a window, which killed him instantly. Neither the shooter nor
the decedent was aware that a safety net had been erected at the eighth
floor level to protect some window washers and that Opus would not
have been able to complete his suicide anyway because of this.

Ordinarily, Dr. Mills continued, a person who sets out to commit
suicide ultimately succeeds, even though the mechanism might not be
what he intended. That Opus was shot on the way to certain death nine
stories below probably would not have changed his mode of death from
suicide to homicide. But the fact that his suicidal intent would not
have been successful caused the medical examiner to feel that he had a
homicide on his hands.

The room on the ninth floor whence the shotgun blast emanated was
occupied by an elderly man and his wife. They were arguing and he was
threatening her with the shotgun. He was so upset that, when he
pulled the trigger, he completely missed his wife and the pellets went
through the a window striking Opus. When one intends to kill subject A
but kills subject B in the attempt, one is guilty of the murder of
subject B.

When confronted with this charge, the old man and his wife were both
adamant that neither knew that the shotgun was loaded. The old man
said it was his long-standing habit to threaten his wife with the
unloaded shotgun. He had no intention to murder her - therefore,the
killing of Opus appeared to be an accident. That is, the gun hadbeen
accidentally loaded.

The continuing investigation turned up a witness who saw the old
couple's son loading the shotgun approximately six weeks prior to the
fatal incident. It transpired that the old lady had cut off her son's
financial support and the son, knowing the propensity of his father to
use the shotgun threateningly, loaded the gun with the expectation that
his father would shoot his mother. The case now becomes one of murder
on the part of the son for the death of Ronald Opus.

There was an exquisite twist. Further investigation revealed that the
son [Ronald Opus] had become increasingly despondent over the failure
of his attempt to engineer his mother's murder. This led him to jump
off the ten-story building on March 23, only to be killed by a shotgun
blast through a ninth story window.

The medical examiner closed the case as a suicide."

If you read the review of Ultra Vortek we carried last week, you know
what a cool game it is. There were a few things that I left out of the
review, mostly because I wasn't good enough at the game to actually see
them. Nettie Stegall asks about one of them:

  "Has any one ever made it to the hidden palace board during 1 player
  game. I been to the hidden subway passage and fought the evil twin of
  grok thats ?+#*@! cool . and last but not least has any not given up
  on finding the hidden characters code or the code to play as the boss
  or as the hidden boss or grok's twin silhouette brother."

"Kris" asks Nettie:

  "Do you know how you got to fight gorks evil twin??"

Nettie tells Kris:

  "Get a double flawless or double perfect energy and do the fininshing
  move on the left side of the board on the subway board in either hard
  or killer difficulty.   {finishing move doesnt realy need to be done
  just get 2 perfect wins no strength missing."

Eric Ruck posts:

  "Due to work demands I haven't had much time for video games lately, so
  I lent my system to a coworker for his kids. They love it, especially
  Super Burnout and Ultra Vortek. Unfortunately, they've been telling
  their friends how great Ultra Vortek is for the 3DO. Apparantly the
  forgot that they were playing on an Atari Jaguar (despite that logo
  thing that comes up every time you turn the machine on).

  It seems that the games exist that appeal to the right _audiences_:
  8-12, 13-19, and 20-adult. (Their dad loves Flip Out -- he can have
  it, I'm not crazy about that one.) The image problem seems to be not
  that "Atari" leaves a bad impression, it leaves *no* impression. IMHO
  Atari has been moving in the right direction with their image and
  awareness. I thought I'd just share this anecdote."

Vernon Pollard asks:

  "Anybody know anything about the voice modem? Any ideas when we may see
  it?

  The voice modem was one of the things that got me interested in the
  Jaguar. Heck, what other system supports modem to modem play? None that
  I can think of. The Jaguar could be the leader in this area of gaming.

  Being able to call up someone for a game or two will be great,
  especially if there are very few game players around your area.

  Arena FB in Dec? I thought it was pushed back to '96? Also, Arena FB
  was one of the first games I heard about that was going to support
  modem play. Anybody know if it will have modem play?

  In my opinion, I think all 2-player games should support modem play!"

"Sir Francis" Drake tells Vernon:

"There is a Phylon voice modem coming out (yep it's finished as far as
the hardware is concerned) for the PC. It supports transfers of up to
28.8 via the proper software (the software that ships for it supports
14.4)

Check out the Intelligent Gamer Online webpage for specifics."

Vernon replies:

"Wouldn't it be great if the Jaguar Voice modem and the PC Voice modem
were compatible? Wow! Think of the possibilities!"

Derek Steiger posts:

"Say, I was on the net and I overheard someone saying they used a
certain device with their PC to test how fast the data was being
transfered on the link up of JagDoom. Get this! 115400 Baud! I like
it!!!! Sure beats the hell out of 14.4K haha!! Not bad for a 150
dollar toy!"

Tom Harker at ICD tells Derek:

"That is true but it crashes so what exactly is your point?

If you are easily impressed by speed then you should know that we have
run the Jag at 1Mbaud successfully.

But that still does not allow you to play head to head over a modem
with another Jag.

Good coding and a network protocol that allows 2 player action at 9600
baud over a modem without slowing down a high frame rate game is much
more impressive in my mind."

Gordon Gibson adds:

"The 115400 speed is probably why it crashes so much.

At this speed you still only have about 240 bytes per video refresh to
transfer everything you need. At 9600 baud you are down to about 20
bytes per video refresh which is.... well... inconvenient to say the
least!!!

Did anyone at Atari ever think of using the second joypad port for
linking two machines together... you can get 4-bit parallel transfer
this way and it's cheap and easy to use."

Well folks, that's it for this week. Drop me some email when you get the
chance. Tune in again next week, same time, same station, and be ready to
listen to what they are saying when...

PEOPLE ARE TALKING

STReport's "EDITORIAL CARTOON"

A MOMENT'S SILENCE IS REQUESTED FOR THE MEMORY OF THE KIDS
AT THAT HORRIBLE TRAIN CROSSING & SCHOOL BUS TRAGEDY IN ILLINOIS.

Have a Safe & Happy Holloween!!

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